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How To Use This Resource

This resource is for new or experienced players of R. Talsorian Game's *The Witcher Pen & Paper* tabletop roleplaying game and is designed to be used with the **Witcher Lifepath** which can be found in the *Core Rulebook*, p.238. The following rulesets included in this PDF contain additional information, options, and expansive lore to aid you (especially people new to *The Witcher* franchise in general) in both creating a witcher character and then going on to roleplay as them. It is more of an enhancement of the established rules to make it easier for players who might be intimidated by the extensive lore that comes with the setting, or for those who'd like the information relevant to witchers all in one place.

You will still need to make use of the following official *The Witcher Pen & Paper* content:

- *The Core Rulebook*
- *A Witcher's Journal*
- *The Manticore School DLC*
- *Witcher Prostheses and Wheelchairs DLC*

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Mark
X: www.x.com/mustangsart
Bluesky: @mustangsart.bsky.social
Email: saradisabilityrepinttrpgs@gmail.com
Patreon: www.patreon.com/mustangsart
Ko-Fi: www.ko-fi.com/mustangsart

The Witcher Lifepath, Expanded

"Verily, there is nothing so hideous as the monsters, so contrary to nature, known as witchers for they are the offspring of foul sorcery and devilry. They are rogues without virtue, conscience or scruple, true diabolic creations, fit only for killing. There is no place amidst honest men for such as they.

And Kaer Morhen, where these infamous beings nestle, where they perform their foul practices, must be wiped from the surface of this earth, and all trace of it strewn with salt and saltpetre."

From 'Monstrum, or Description of the Witcher'

Witchers

Witchers are raised from childhood to be the perfect weapon against monsters. There isn't a moment where they aren't being trained, tested, indoctrinated, and endangered in order to select those who will become witchers. They are forever destined to be outsiders, never truly belonging and *always* feared by those they are sworn to protect.

Being a witcher is a thankless job. Hate literature purporting to be the 'truth' about them is rife across the **Continent**; some individuals have become so notorious that their grim deeds have tainted the rest of the guild, and **King Radovid V's** war campaign has established anyone not human as a scapegoat – to be blamed for everything.

The history of the witchers' guild has been one of pain, suffering, and misunderstanding; hated by the very people who created and needed them. A witcher is not a hero. They are a *professional*.

"Where was I? My first noble deed. You see, they'd told me again and again in Kaer Morhen not to get involved in such incidents, not to play at being errant knight or uphold the law. Not to show off, but to work for money. And I joined this fight like an idiot, not fifty miles from the mountains. And do you know why? I wanted the girl, sobbing with gratitude, to kiss her saviour on the hands, and her father to thank me on his knees. In reality her father fled with his attackers, and the girl, drenched in the bald man's blood, threw up, became hysterical and fainted in fear when I approached her. Since then, I've only very rarely interfered in such matters."

Geralt of Rivia, from 'The Last Wish' by Andrzej Sapkowski

PRODUCTS OF EXPERIMENTAL CHAOS

After the **Landing of the Exiles**, humans started to settle in the northern half of the Continent, but the **Conjunction of Spheres** saw these lands overrun by monsters. Ill-prepared and vulnerable, the settlers looked to their newly-established rulers for guidance – who would protect them? Who *could* protect them? Desperate, they turned to the mages for answers.

Now tasked with creating 'magical warriors' that were capable of confronting these monsters, the mages banded together and set to work within the walls of **Rissberg Castle**. Their unethical and warped experiments resulted in the first witcher ever created. But, as the magical limitations of witchers were discovered, they were banished from the castle; the entire project being deemed a failure.

Rissberg Castle

"Various things and phenomena are studied here, witcher. Various things are done here. Not always legal and not always moral. The end justifies the means. That slogan could hang over the gates to Rissberg."

Algernon Guincamp, from 'Season of Storms' by Andrzej Sapkowski

Nestled in the mountain range near **Mount Cremora**, Rissberg Castle sits on the Temeria-Cidaris border, hewn from the rock itself. It was once a place for mages not under the control of the **Brotherhood of Sorcerers**, allowing them to pursue experiments with no regard for ethics. As a result, they produced many prototypes – including genetically mutated beings, like the witchers. Refer to R. Talsorian's *'A Witcher's Journal'* for more information on the history of Rissberg and what, exactly, occurred there.

The First Age

Rejected from their only home and labelled unwanted failures, the first witchers were taken in by mages from **Castle Morgraig** – some of them previously involved in the initial experiment who still thought there was potential in what they'd created. Thus, the **Order of the Witchers** was established.

Five witchers – now known to be the first generation – soon set out on the **Path**, fighting monsters in exchange for coin. However, the Order didn't last long. Once again abandoned by the mages, they turned to each other's throats instead, causing a divide between those who still had hope for their guild and those who grew resentful and

disillusioned. Eventually, the Order disbanded entirely, all the remaining witchers leaving Morgraig for good and going their separate ways.

The first age of the witchers was finally at an end.

The Second Generation

Often referred to as 'The Golden Age of Witchers', the second era began when the disbanded Order divided themselves into **Schools** scattered across the Continent. As humans spread and settled, so did the witchers – organising and distinguishing themselves by creating their *own* **Trials** and methods of producing witchers. In doing so, the tensions that caused their initial dissolution calmed and the Schools started to uphold a mutual respect for one another, to the point where crossing paths no longer resulted in bloodshed, instead seeing each other as distant family rather than enemies.

But all good things must come to an end, and by the 1160s, the witchers had become *too successful* – the number of monsters dropping drastically and the **propaganda** spread by the Northern Church had weaselled its way into the hearts of both the commonfolk and their rulers. Witchers were no longer trusted; those who were once made to fight the monsters had *become* the monsters. All six Schools suffered targeted attacks and once the last fell the number of witchers still alive had dwindled to a handful.

SIDEBAR
The Monstrum
Monstrum, or Description of the Witcher is a piece of hate literature written by an anonymous author that claims to contain the 'truth' about witchers. It has since become one of the main sources of misinformation about them.

Current Day Witchers

In the current 1260s (when CDPR's *Witcher* videogame series and this TTRPG is set), witchers are despised by the general populace but are also begrudgingly acknowledged as a 'necessary evil' – without them, monsters will thrive once more. Some Schools – like the Cat – even have reputations, as do certain individuals, such as **Letho of Gulet** as a king killer, and **Geralt of Rivia** as the feared **Butcher of Blaviken**.

Such infamy comes at a cost, painting all witchers with the same brush. Even if your witcher is a person genuinely trying to do good, it will not matter to those around you and it will often do more damage than help. But you can still *choose*: do you become what they believe you to be? Do you keep your head down and focus on your next pay? Or do you rise above?

Either way, the Continent is a cruel and harrowing place, and your actions are never as black-and-white as you'd like to believe.

A GENETIC OVERVIEW

Though human when first taken in as children, prospective witchers are subjected to experimental and often-fatal **alchemical** and **mutagenic processes**, creating a **mutant** crafted to hunt and kill monsters. By the end of their Trials, a witcher can have many different genetic changes, but there are traits which *all* of them share:

- **Sterility**
  Witchers cannot sire biological children as a result of the Trial of Dreams (the Second Trial).
- **Immunity To Disease**
  Witchers cannot contract non-magical diseases such as the common cold, pox, or influenza. However, this doesn't protect them from infections like gangrene, though they will survive longer than an average human after contracting it.
- **Broken Capillaries**
  The capillaries beneath a witcher's skin after the Trial of the Grasses are broken and the blood vessels themselves are mutated. As a result, a witcher cannot blush or flush, which only perpetuates the idea that they are entirely without emotion.
- **Rapid Metabolism**
  Witchers burn through poisons and toxins quickly, allowing them to imbibe large quantities of potions that would otherwise kill a man, even in small doses.
- **Cat Eyes**
  Witchers have cat-like eyes which allow them to actively constrict their pupils in light and blow them out wide in darkness, granting them near-perfect night vision. This can be enhanced with the **Cat potion**.
- **Heightened Smell**

Witchers have sensitive noses, enabling them to identify the species of an animal or monster by the scent of their blood alone.

- **Durable Physique**
  Witchers are crafted to have incredible speed, strength, endurance, and frighteningly fast reflexes. They can withstand blows and attacks that would render anyone else unconscious or dead.
- **Slow Heart Rate**
  A witcher's resting pulse is ¼ that of a human being's. Their average breathing rate is also ½ of a human's.
- **Chaos**
  Though only low-level, witchers are able to wield **Signs** which are extremely flexible when used in combat. They are also able to sense magical presences and even the intent to use Chaos in others (such as sorceresses).
- **Long Lifespan**
  Witchers can live for centuries with their youth being prolonged. It's unknown just how long a witcher can live for as no witcher has ever died in his bed – but it's said that **Vesemir** is a few hundred years old whilst still having the looks of a man of 50-60 years.
- **Fast Healing**
  Witchers have the ability to recover from injuries quickly, but this doesn't mean they don't feel any of the lasting impact from severe wounds. Additionally, this boon can be a detriment. If an injury isn't treated quickly, it may heal incorrectly, only causing further pain and problems down the line.
- **Dulled Emotions**
  A result of the harsh and punishing environment and the processes of the Trials, witchers have a dulled sense of emotion. This doesn't mean they don't experience them at all, only that they are more reserved though some witchers certainly act more callous and cruel than others. A witcher cannot have any more than **6 points** in their **EMP**.

The Witcher Lifepath

“The Rivian nodded to show he understood. Velerad snorted with anger.

'You carry the witcher's emblem?' The stranger reached into his jerkin once more and pulled out a round medallion on a silver chain. It pictured the head of a wolf, baring its fangs. 'And do you have a name? Any name will do, it's simply to make conversation easier.'

'My name is Geralt.'

'Geralt, then. Of Rivia I gather, from your accent?'

'Of Rivia.'”

From 'The Last Wish', Andrzej Sapkowski

Witchers lead a lifestyle that no other creature on the Continent does. They have no normal childhood, having been raised on pain, relentless training, and cruelty – all done in the name of crafting strong monster killers. No one else can begin to relate to it except for other witchers, it truly is an isolating experience with horrors the average person could only conjure in their nightmares. Training is rigorous, unrelenting, and harsh and the Trials required to pass into the ranks are just as, if not more, unforgiving. All this for an existence of travelling alone from place to place, being spat at and treated as less than human, barely any better than the monsters they are designed to hunt. Rarely is pay actually made good on, instead a witcher is more likely to receive a spit in the face or to be chased out of settlements than what he is owed. Ostracised and denied by all others around them, the life of a witcher is far from ordinary and even further from kind.

Taking In The Young

When it comes to recruits, the witcher guild prefers boys to be young, typically refusing to take any older than 12 or 13 years of age. This is because the younger a child is, the more malleable he is – the more likely to pull through and bounce back from the Trial of the Grasses with both mental and physical faculties relatively intact. Even then, being *too young* or *too old* within the established age range comes with detriments of their own. The processes required to produce a witcher of good stock is a finicky process in which all variables must be accounted for – the slightest error can have terrible or even fatal results.

Whilst not unheard of for witchers to take in very young children (toddlers), it is rare and only accepted when there is no option left for the boy to grow any older first. Taking care of infants was more feasible in the **Golden Age**, when witchers were common, strong in number, and had the means and provisions. Now though, it is exceedingly

difficult to provide for such young recruits in half-ruined keeps with few extra hands, not to mention how most witchers do not make for good parents.

On the other hand, the older a boy is the more difficult of a recruit he will prove to be. This is often because the child can remember the life they had before joining the guild, and they are more likely to resent their situation and the witchers responsible for taking them. Schools will usually refuse to take a boy older than 13 not only because their body is less likely to withstand the Trials, but because he will only prove to be more trouble than he's worth. Many a stubborn boy has refused to train and tried to escape only to end up getting himself – even others – killed in the process.

Why Did You Become A Witcher?

Roll 1d10 or choose from the table below to determine what circumstances occurred that led to you becoming a witcher.

Roll (d10)	Age
1-4	**Taken as payment.** Your parents were either forced to give you up when they realised they couldn't afford to buy a witcher's services, or they willingly refused to set a reward of coin and named you as the price instead. This more commonly happens in poorer families, but there have been cases of nobles wanting to get rid of troublesome boys or illegitimate sons in this manner.
5-9	**Orphaned.** Your parents died as the result of a monster attack, leaving you orphaned. The witcher assigned to the Contract either took you in out of a sense of obligation or as a fair payment considering his employers were now dead.
10	**Law of Surprise.** You were promised to a witcher long before you even met him after he invoked the Law of Surprise when saving one, or both, of your parents. You weren't claimed right away, instead the witcher waited anywhere between 1 to 11 years before coming to get you. When he finally did, your parents handed you over and didn't listen to any objections you may have had.

Sidebar:
The Law of Surprise

The Law of Surprise is an ancient custom that lingers on. It dictates that a person who has saved someone else and is owed a life debt can invoke it as fair payment. In it, neither party knows exactly what it is that will end up being paid, being asked to give up either “the first thing that comes to greet you” when he arrives home or “what you find at home yet don't expect”. Either one can potentially result in the acquisition of a child and has been used by the witcher guild over the centuries, though now they are slightly more hesitant to invoke it considering the fall of some of the Schools. Famous children of surprise include **Ciri**, and **Geralt of Rivia** himself was one, which set him on the path to becoming a witcher.

When Did You Become A Witcher?

Roll 1d10 or choose from the table below to ascertain how old you were when you were taken and the impact it potentially had on the type of witcher you grew to be.

Roll (d10)	Age
1-2	**Infancy (-2 to the Trial of the Grasses, -1 EMP)** You were taken into a School at a very young age, roughly between **1 or 3 years**. Whilst positive in that it meant you received more training and from an earlier age, mentally it was poor as you had little to cling to when subjected to the Trial of the Grasses. No comforting memories as you cannot recall your biological parents and witchers are generally lacking as parental figures. When the time for the Trials came, you were high risk for becoming mentally and emotionally scarred.
3-8	**Early Childhood (No Modifiers)** You were taken into a School whilst relatively young, around **4 or 7 years** old. This proved to be a good average for you in the long term as there were some comforting formative memories of your childhood with your biological parents to hold onto when subjected to the Trail of the Grasses. When the time for the Trials came, you were less likely to endure any mental or emotional scars but

	you also didn't stand out much to your trainers either, potentially sparing you from any additional experimental mutations being imbibed into you during the process.
9-10	**Late Childhood (+2 to the Trial of the Grasses, +1 EMP)** You were taken into a School fairly close to the cut off age, roughly around **8 or 11 years** old (maybe 12 or 13 at most). From a training standpoint, you were very much at a disadvantage as you were pushed harder than other recruits in order to catch up, but, mentally, you posed less of a risk during the Trial of the Grasses. You could recall parents, family, and friends from your life before and they helped you hold on through the unbearable pain and anguish. However, this also made you a potential candidate for being very receptive to the process and you were watched carefully to assess whether or not they would add additional experimental mutations to your imbibe and enhance your body further against your will.

Witcher Schools

The witcher guild is divided up into a number of Schools, each one focusing on specific fighting styles and having their own morals and alliances. There are currently 6 known Witcher Schools: the **Wolf**, the **Cat**, the **Griffin**, the **Viper**, the **Bear**, and the **Manticore**. Depending on which School you were trained by, you acquire skills and experiences unique to the sub group of Witchers you grew up with.

Which School Did You Train Under?

Roll 1d6 or choose from the table below to determine which Witcher School you hail from and what abilities you gain as a result. You can read more information about each School in the following subsections.

Roll (d6)	Witcher School
1	**School of the Wolf** You hail from and were trained by the Wolf School, found in the Blue Mountains at the keep of Kaer Morhen. Training was strict and thorough, no aspect left unstudied. You were taught to fight in their iconic 'dance-like' style, keeping loose and light on your feet so as to be ready for anything. Like all Wolf witchers, you strike hard and fast. No blow is wasted. (You have **no penalty when making strong strikes** and a **+1 to Swordsmanship**)
2	**School of the Cat** You hail from and were trained by the Cat School in the Dyn Marw caravans, moving from place to place and watching the other seasoned witchers sell their swordsmanship to the highest bidder no matter the job. Training was rigorous and often involved pitting recruits against one another, driving in the lesson that only the strongest, the most skilled have any chance of survival. You were taught that morals only hold you back when the one thing you can rely on is coin. Such an environment bred cruel and sadistic witchers, yourself included, and you struggle to adjust around the rules and customs of the commonfolk. (You are **immune to charm attempts** and have a **+1 to Stealth**)
3	**School of the Griffon** You hail from and were trained by the Griffon School at Kaer y Seren, hidden away in the Dragon Mountains. Training heavily emphasised the use and manipulation of Chaos to push Signs to their fullest potential and involved just as much study as it did physically. You were taught to take on more than one adversary at a time, making use of both brains and brawn to incapacitate, take down, and finish the job quickly. (You have **+2 to vigour threshold** and a **+1 to Spell Casting**)
4	**School of the Viper** You hail from and were trained by the Viper School at Gorthwr Gwaed in the

	tunnels and pits of the Tir Tochair Mountains. Training was unique in that it utilised dual wielding blades and assassination techniques. Alchemy was an important part of your studies to ensure the poisons you apply to your weapons are of the right consistency and potency. (You have **no penalties for dual wielding** and a **+1 to Alchemy**)
5	**School of the Bear** You hail from and were trained by the Bear School in the Amell Mountains at Haern Caduch. Training focused significantly on endurance, pushing your body to its absolute limit and forcing it to recover over and over until you could withstand incredible punishment and bounce back frighteningly fast. You were to be as immovable as the Amells themselves and core strength was built upon by the constant training in heavy plated armour. (You have a **-2 to overall armour penalty** and a **+1 to Endurance**)
6	**School of the Manticore** You hail from and were trained by the Manticore School, hidden away in the Korath Desert keep, Behelt Nar. Training emphasised the importance of defense and offence and how to switch between the two seamlessly, making use of sword and shield to parry and deal back blows just as hard as you took. Ambidextrous ability was highly prized and grilled into you, meaning you no longer have a dominant hand and can carry out tasks with either easily. (You have **no penalty to parrying with a shield** and **it costs no action to draw or stow a shield**)

The School of the Wolf

Secreted away in the Blue Mountains of Kaedwen is Kaer Morhen, the home of the Wolf witchers. Almost a century ago, the keep was sacked by a revolt of angry townspeople who had become incensed by the hate literature of the time – particularly by the anonymous text 'Monstrum, or Description of the Witcher' – which spread malicious lies and conspiracies amongst the commonfolk. Kaer Morhen was ransacked, vulnerable recruits and the witchers protecting them massacred, fires set and equipment destroyed. The only surviving witchers were those who hadn't been within its walls at the time or had managed to somehow escape. During the attack, all the research and knowledge on the Trial of the Grasses was lost and thus no more Wolf witchers were made since.

In the world of *The Witcher*, this School is the one most documented and made reference to, with **Geralt of Rivia** being one of the most prominent figures next to **Vesemir, Lambert** and **Eskel**. Donned in either medium or light armour, these witchers make use of a fighting style that is more akin to a violent sort of dance than wildly savage combat. Wolf witchers are trained to strike fast and strike hard, utilising quick and heavy attacks, dodges, sidesteps, and pirouettes to 'dance' around their opponents and drop in and out of range infuriatingly fast.

Sidebar:
Wolf Ages
The School of the Wolf is **no longer producing any witchers**, which means your witcher will be of an age to remember the massacre at Kaer Morhen happening – whether they were there to see it or simply found the aftermath is up to you. Any witcher currently hailing from this School will roughly be **80 years or older**. Geralt of Rivia is currently the youngest of the confirmed living Wolf witchers in the CDPR videogames, being one of the last the School ever produced.

The School of the Cat

Uniquely, these witchers have no keep and instead used to travel in a caravan referred to as Dyn Marw, moving from place to place, picking up new recruits along the way. The School of the Cat is often thought of even amongst other witchers to be the cause of the distrust and contempt the rest of the world has for them due to their notorious history (and current existence) as sellswords. Being less witchers and more mercenaries, the profession of monster-killing no longer being as profitable as it once was during the Golden Age and now as the world once again turns to war.

Additionally, their method of creating witchers, though secretive and unknown, is certainly different from any other School, the results being mutants known for their blood thirst and **instability**. They are thought by other Schools to be **unpredictable** and **untrustworthy**, and whilst their presence is tolerated, it is clear that those hailing from other factions always exercise caution around them. With a mix of light armour and a fighting style that borrows from the elves, they are formidable assassins who are ruthlessly quick and light on their feet. In the years since, as hatred for

mutants and magic rises once again, many Cat witchers have gone to ground and the Dyn Marw has disbanded. They haven't been seen in some time.

The School of the Griffin

In the Dragon Mountains of the North, facing the sea to the east sits the keep of the Griffin School, Kaer y Seren. Amongst the other Schools, the Griffins are respected and known for their detailed study of Chaos and adapting to utilise Witcher Signs to their fullest potential. The library they'd amassed over the centuries was rumoured to be near legendary, a veritable trove of science, alchemy, and magic, all being studied and pored over by many a witcher, even some from other Schools. However, eventually the existence of the collection was revealed to non-witchers and jealousy began to build. It is believed that a group of mages, looking to take the knowledge for themselves, destroyed as much of the keep as possible with an avalanche when it became clear that the witchers wouldn't give any of it up willingly.

Griffin witchers are trained to take on multiple assailants at any one time, utilising not only their weapons and medium armour, but their enhanced Signs as well. Since the attack on Kaer y Seren, Griffins are a rarer sight indeed, but it's unclear whether that is the result of them being killed in the avalanche or having returned to the keep in the hopes to restore and protect whatever knowledge remains.

The School of the Viper

Essentially now part of Nilfgaardian territory, the Viper keep, Gorthwr Gwaed, is tucked neatly into the Tir Tochairs. They are perhaps the most secretive of their guild, not even interacting much with other witchers and seemingly avoiding them whenever possible. It wasn't until political disputes and Nilfgaardian Emperor Emhyr var Emreis forced them out of hiding that it was finally confirmed they even existed. Since witcher **Letho of Gulet** was roped into working for the Emperor in a bid to restore some political favour for the School with the Empire, the Vipers have found it has sullied their name and reputation somewhat – witchers are not supposed to interfere in politics after all. The keep was then destroyed by the Nilfgaardian Army in retribution.

The fighting style of the Vipers is unique in that they utilise two small blades rather than the typical swords, making use of poisons and rapid, unpredictable movements to drive back enemies and corner them. Since the destruction of Gorthwr Gwaed, the remaining Vipers went their separate ways, only being seen on rare occasions.

The School of the Bear

Haern Caduch was a large fortress keep hidden in the Amell Mountains and the home of the Bear Witchers. They perhaps have one of the most sobering tales tied to their faction, being emblematic of the danger and unfairness inherent in the world of *The Witcher* – where everything was done right and still went horribly wrong. The Bears had a solid and well-earned reputation of studying, hunting, and slaying vampires, so much so that they were eventually called upon to destroy an entire cabal of them. Committed to the task, the Bears did as was commissioned but found that the number of them was too great and for every one cut down, another took its place. The commonfolk, frustrated at what they deemed to be a lack of effort on the witchers' part, eventually rioted, laying waste to the keep and any remaining witchers inside. Haern Caduch still sits somewhere in the mountains, whether it's empty or not remains unknown.

The Bears adorned themselves with heavy, solid armour, and the strength of their solid blows and ability to take hit after hit without going down made them terrifying adversaries to face. Since the destruction of their keep, they have spread out across the Continent, many of them (understandably) bearing a grudge against vampires of any kind.

The School of the Manticore

In the Korath Desert, through Elskerdeg Pass in the Tir Tochair mountains, lies a dilapidated keep in the west called Behelt Nar where the dregs of the Manticore School can be found. Originally making a living protecting caravans across the desert wastes, the Manticores were once aligned with and benefited from the Zerrikanian royal family. However, the Day of Fire, in which a great fire elemental attacked a royal caravan, soon severed the ties between them and their benefactors and left very few witchers alive. With new and safe trade routes being explored via the sea, there is little need for caravan guards any longer and even if there were, Zerrikania has shunned them so greatly that their services would never be considered again. As a result, what few Manticores are still hanging on have returned to monster hunting along the Elskerdeg Pass, hoping to find work.

Manticore witchers are unique in that they fight with sword and a shield of meteorite steel and inlaid silver, defending themselves from attacks but also dealing fierce blows with them in turn. The ruins of their last remaining keep serve as a saddening reminder of what once was.

The Code

If one has ever met or spent more than a few minutes in the presence of a witcher, the existence of a 'code' has likely been brought up. However, for as much as witchers love to bring it up – often citing it as the reason why they must remain neutral – the code itself is very vague and seems to be more of a 'get out of jail free' card from difficult situations than an actual set of restrictions or enforceable law. It should be stated though that there appears to be some elements that are shared across all Schools:

- *Don't get involved in politics.*
- *Work is only done on the basis of payment.*
- *Witchers are to protect the commonfolk from post-Conjunction monsters.*

Some witchers add their own elements to the code that often speak to their personal morals. For example, **Geralt of Rivia** added the stipulation that he **refuses to kill sentient monsters who aren't inherently violent**. Your own witcher may adjust the code as he pleases to better fit the world he lives in or he may adhere strictly to a rigid set of ideals and cannot be swayed otherwise.

It is very rare that this code is actually ever upheld in its entirety as life on the Continent is messy and although witchers are generally believed to be emotionless monsters, some still hold to a strong sense of right and wrong.

Gruelling Training

"Blindfolded. Crooked stakes driven into the easternmost wall of Haern Caduch. Unable to see, but very much able to feel the rush of air as the pendulum swung mere inches from my face. I grasped the training sword in my shaking hands.

Vran had gone up first, under the critical gaze of a trainer who only ever barked his orders and sneered at our failures. We were children, but we were also witchers. Training is suffering, suffering is learning, learning is survival. But we had still hoped quietly for Jaeram to be the one on duty that day – he was severe but fair. And we respected him for that; honest, yet reassuring. But no such luck that day.

Vran lasted less than a minute before a scathing critique of his stance distracted him, made him hesitate. He tried to correct, forgot about the spiked column as it came rushing back towards him. He was clipped, knocked from the stakes, and sent plummeting down sixty feet to dash against the rocks below.

The crack made us flinch.

The master instructing us merely tutted and rolled his eyes, demanding I step up next, pushing the blindfold down my face. I couldn't refuse him.

I ended up breaking my arm badly. But at least I didn't join Vran down there."

Witcher Voren of Dillingen, Bear School

A large part of witcher training emphasises the importance of breaking one's spirit in order to reforge the individual into the perfect monster-slaying weapon. Reflexes are honed, emotions not fostered and treated as worthless excess, the mind trained on the skills one needs for survival, killing, and very little else. Literally, the body is eventually broken down, too. During the **Trial of the Grasses**, a trainee's prepared body is strapped down and forcibly infused with mutagenic substances, forcing it to reform anew or die in the process. Those who survive all set **Trials** go on to become fully-fledged witchers, gaining superhuman senses, reflexes, inhuman reaction speeds, and more. All the better for killing monsters.

First, though, you must survive **early training**.

The Gauntlet & The Pendulum

A witcher is only as good as his skills, if he is incomplete at his core he will not survive long if at all. There is no point subjecting a recruit to the Trials if he barely has a grasp of the fundamentals – an untrained mutant is a liability, not an asset.

As soon as a recruit is old enough to hold a sword, training begins. Traditionally, the walls of a School's keep are adapted to serve as a course, focusing on building up what are considered the **three most important skills** for any witcher: **agility, endurance, and speed**. Balance beams, wooden stakes, climbing edifices and much more are all worked into the structure of the building with courtyards for sparring and classrooms and laboratories for lectures and alchemical studies. During the Golden Age of witchers, it was not unusual to see packs of boys running the walls and tackling each other to the ground, all under the watchful and critical eyes of trainers. The most significant of these obstacle courses which were designed to train all three skills at once were the **Gauntlet** and the **Pendulum**.

The Gauntlet is a **trail** that typically runs through the grounds surrounding the keep. It is beset with hidden traps, pits, and snares to test a trainee's awareness and ability to both avoid or get out of them. Every day, a recruit must

run this path, aiming to finish faster with every attempt. The obstacles on the course themselves are designed to hurt, even kill if they fail, and many a student has died trying to complete it, even those who were most promising – all it takes is a split second of poor judgement or timing.

The Pendulum is a **course** comprised of a hanging log with metal studs and spikes, and a series of stakes or small stepping platforms. In the early experiences a recruit has with this test, they are expected to simultaneously dodge and attack the beam as it swings back and forth, only making use of the stakes or platforms to move around. As the student gains more experience, he is then blindfolded and expected to do the same, relying on other senses to ensure he keeps his balance and avoids getting hit whilst landing blows of his own. Many students are killed during this exercise, often being knocked off balance and plummeting down the walls to the ground far below.

Sidebar:
School Influence
Whilst generally agreed upon that there are a set core of skills that are vital to becoming a witcher – agility, endurance, and speed – every School approached its training methods differently, focusing on aspects they found to be most important to them. As a result, no two Schools are the same and the witchers each one produces may act or approach their job differently from one another.

Sidebar:
Make Do
Some Schools, depending on their circumstances, may have adapted their training regimen to the type of lifestyle they had. For example, the School of the Cat has no keep, instead travelling from place to place in the Dyn Marw caravan. As a result, their Pendulum was designed to be dismantled and reassembled, and their Gauntlet was often set up in surrounding woodland, the traps being removed and the pits filled in whenever they next moved along.

Studies

A witcher's studies are just as vital to his training as anything he physically learns. He must be well-educated and knowledgeable on all manner of beast and monster, with a strong grasp on their anatomy, habitat, and nature. Without this understanding, his skills, though impressive they may be, will ultimately be rendered useless – for what use is a witcher who cannot tell a ghoul from an alghoul, or a katakan attack from a werewolf?

Witcher Schools often keep large swathes of knowledge within their walls, organised in a number of libraries and archives. Whilst recruits are taught in regular daily lectures by experienced witchers, they are also expected to maintain and advance their learning outside of the classroom by making use of the books, ledgers, scrolls, and other resources at their disposal. Trainees are often put on the spot, even during physical training, and must be prepared to answer any question their teachers ask of them. Failure to do so, or answering incorrectly, is punishable by mandatory readings and even essay writing until it's deemed they have fully corrected their mistakes.

An ignorant witcher is a dead witcher.

Diet

Until they have taken their **Trials**, a trainee witcher generally subsists on mushroom broths with low **mutagenic properties and chemical compounds**. This is to prepare their body internally for the Trial of the Grasses, in which they will be exposed to extremely high and volatile mutagen mixtures. Whilst students do receive an amount of fruit, meat, dairy, and milk, the basis of their diet are these broths until they become full witchers.

Magic

As a result of the mushroom broths, a trainee begins to form a tentative connection with Chaos, which allows them to cast basic Signs. Once a recruit begins to show this connection, he is rigorously trained to control it – whilst Signs are considered 'infantile' by a mage's standards, he can still cause significant damage to others and himself if it isn't mastered quickly. As with all things magical, the process is painful and volatile magic in a young boy who is the product of experimental Chaos can end very poorly indeed if not managed well. Many a recruit has injured himself, other students, and even other witchers, and there has been the occasional case of boys losing their minds to the magic now humming in their skin.

Alchemy

A witcher must be trained in alchemy in order to succeed on the Path. Over the centuries, the guild has accumulated numerous **potions**, **oils**, and **decoctions** to enhance their abilities and grant them an advantage whilst on the hunt. Due to the precarious state of many Schools, a significant number of these alchemical creations have been lost to time, and those that survived are closely guarded by the witchers who still yet live. Regardless, even if the commonfolk were to

gain access to these formulae and remedies, they would find them to be useless. Whether due to components being too toxic for non-witchers to handle, or the products being incompatible with non-witcher anatomy, the resulting concoctions are rendered unusable to all but a witcher.

Recruits are educated thoroughly in both the basics and finer aspects of alchemy, conducting lessons in the laboratories deep within the walls of their keeps. A student must have a good grasp of mathematics and science and pair it with his understanding of anatomy as many key components will see him harvesting from the corpses of beast and monster. The classes are hours long and gruelling, requiring meticulous measurements and timing so as not to craft unstable creations or cause dangerous reactions that could cost limb or life.

How Did Your Training Go?

Roll 1d10 or choose from the table below to determine how your training went.

Roll (d10)	Result
1	**Took an injury on the Gauntlet** Whilst running your School's Gauntlet, you took a **serious injury**. Refer to the **Marks of the Pendulum & Gauntlet** table for more information.
2	**Positive adjustment** The mutagenic broths you were fed seemingly agreed with your body, drawing the attention of your trainers – you were deemed a potential candidate for further mutations should the Trial of the Grasses go well for you. (**+2 to the Trial of the Grasses**)
3	**Alchemy mishap** Whilst learning to brew a standard witcher potion, you fumbled, either misreading the instructions or making an error in your mathematics. The result ate through the vials, the table, and your own skin, leaving you with a patch of scarred flesh that constantly hurts and causes you to feel drained from its persistence. (**-2 STA**)
4	**Restricted knowledge** Whether during a study session in the library, or as an act of rebellion for being punished, you managed to copy one of the pages and hide it long enough to make out of the School with it as an adult. Roll 1d10 to determine what it was you stole: 1-3 is a **Witcher Sword Diagram**, 4-7 is a **Witcher Potion Formulae**, 8-9 is a **Blade Oil Formulae**, and 10 is a **Witcher Decoction Formulae**.
5	**Gained a rival** During your training, you became rivals with another student at your School. The hardships you faced always seemed to have you at one another's throats. (**Make 1 Witcher Enemy**) Refer to **Witcher Rivals & Camaraderie** for more information.
6	**Magical mishap** As you trained to control the newfound Chaos thrumming through your veins, you overestimated yourself, losing control and causing the Sign to explosively cast itself back *against you*. The resulting injuries have healed but your ability to cast Signs is affected somewhat. (**-1 Vigour Threshold**)
7	**Made a friend** During your training, you became friends with another student at your School. The hardships you faced only brought you closer together, strengthening your bond. (**Make 1 Witcher Friend**) Refer to **Witcher Rivals & Camaraderie** for more information.
8	**Struggled to adapt**

	The mutagenic broths you were fed seemingly caused some sort of allergic reaction, meaning you struggled greatly to adjust to the changes your body went through. Witcher trainers regarded you cautiously, uncertain if the Trial of the Grasses would kill you or cause you to become wildly unstable. (**-2 to the Trial of the Grasses**)
9	**Exceeding expectations** You established yourself as one of the best swordsmen in your group of recruits, the skill seemingly coming naturally to you. You were often praised during sparring lessons by the witchers set to train you, a nice respite from the usual strictness and severity of their scathing critiques. (**+1 Swordsmanship**)
10	**Took an injury on the Pendulum** Whilst training on your School's Pendulum, you took a **serious injury**. Refer to the **Marks of the Pendulum & Gauntlet** table for more information.

Marks of the Pendulum & Gauntlet

If you rolled a 1 or 10 on the **How did your training go?** table, roll again on the table below to determine a more in-depth explanation of the type of injury you took and how it affects you going forward.

Roll (d6)	Result
1	**Broken limb.** Your arm (or leg) was badly broken from either a fall into a trap on the Gauntlet or being clipped by the Pendulum. Despite healing, it's never been the same since, frequently stiffening and being painful. Refer to section **Arthritis**.
2	**Fractured jaw.** Your jaw was fractured after falling and striking your face against the floor of a hidden pit on the Gauntlet, or from when you failed to dodge the Pendulum as it swung into your face. Despite healing, you experience persistent pain and stiffness that often affects your ability to speak. Refer to section **Arthritis**.
3	**Damaged eye.** Your eye was severely damaged, either after the socket bone fractured from a tumble on the Gauntlet, or after one of the Pendulum's metal prongs gouged it out. Though healed, you are now blind in that eye. Refer to section **Blindness**.
4	**Shattered bones.** You shattered multiple bones either from falling down a rocky slope on the Gauntlet, or from toppling off the Pendulum's platforms onto the hard rocks below. You were extremely lucky to survive and, though healed, you experience constant pain and stiffness throughout your body due to bones fusing back together incorrectly. Refer to section **Arthritis**.
5	**Paralysis.** A part of your spine took a serious injury whilst training on the Gauntlet or Pendulum, leaving you paralysed from the waist down. Refer to section **Wheelchairs** (*Witcher Prostheses & Wheelchairs*).
6	**Loss of limb.** Whether through a terrible crush injury on the Gauntlet or a nasty open fracture on the Pendulum, the limb became infected and gangrenous – the only option was amputation. Refer to section **Prostheses** *(Witcher Prostheses & Wheelchairs*).

Witcher Rivals & Camaraderie

Prospective witchers are brought and trained up together, preferably being organised according to age group. They are kept separate from the adult witchers, sleeping in their own allocated barracks or rooms. Such close quarters and being under near-constant duress from harrowing training, they often build their own social ranks – the oldest among them being respected and the youngest having to earn it. This environment can foster intense and explosive rivalries as well as close and unbreakable friendships. Witchers don't have much and trainees have even less. All recruits have is each other.

If you rolled a 5 or 7 on the **How did your training go?** table, you gained either a **rival** or a **friend**. Roll on the following tables to ascertain exactly what your relationship was like from day to day, the strength of your bond, and what happened to them.

Rivals

Rivalries among recruits form for a number of reasons, from jealousy to a desperate bid to establish a hierarchy. Whilst these rivalries are often violent and detrimental to those involved, sometimes a bond can form that pushes the individuals involved to constantly one up each other – to improve at any cost. Whilst most witcher trainers will disapprove of such behaviour, some – especially in certain Schools, like the School of the Cat – will encourage it, regarding it as a tool to weed out the weak and lift up those with a higher chance of survival.

Follow the tables below for information on the type of relationship you and your rival had.

What Caused The Rivalry?

Roll 1d10 or choose what was the root cause of your rivalry.

Roll	Cause
1-3	**Slight** Whether deliberately done or merely perceived to have happened in some way, your rival felt slighted by you and swore to make your life as difficult as possible in revenge.
4-7	**Jealousy** Whether true or not, your rival felt that you had somehow garnered favour with either the older witchers training you all or some of the more respected recruits. Unable to handle it, they turned to anger instead, setting out to make your time as unpleasant as possible as punishment.
8-10	**Scapegoat** Your rival simply blamed you for everything, from their broth being cold, to them being forced to be at the School in the first place. It was they were acting out and, unable to confront any of the fully-grown witchers, they turned on you instead.

Strength of your bond

Roll 1d6 or choose whether you **disliked**, **hated**, or **loathed** each other.

Roll (d6)	Bond
1-3	Disliked
4-5	Hated
6	Loathed

What Was Your Rivalry Like?

Roll 1d6 or choose to determine what your rivalry was like on a day-to-day basis.

Roll (d6)	Outcome
1-2	**Cold** Your rivalry wasn't overtly loud, nor did it really come to a head in any way. Instead, you both treated one another with a cold

	indifference, icing each other out of conversations or from being included in the group when the other was around. You were able to tolerate one another but it was clear to everyone that there was animosity there.
3-5	**Explosive** Your rivalry was fraught with anger and fights – punching each other to the floor or slamming them against the walls, spitting curses, even attempting to injure one another at times to varying degrees of success. You frequently had to be forcibly dragged apart and put in separate groups to prevent further incidents, being the cause of a headache for every trainer put in charge of you both.
6-8	**Petty** Your rivalry was childish and irritating but it never amounted to anything seriously harmful. Tripping each other over deliberately, knocking the books out of one another's arms, moving each other's belongings before training and the like. Snide words were sometimes exchanged, but never anything more than that. The trainers were willing to let it be so long as no one took it too far.
9-10	**Competitive** Your rivalry was highly competitive, always striving to beat the other and yet refusing to let them fall behind on the principle that it wouldn't be fun anymore if there was no challenge to it. There were some instances of confrontation, but nothing too violent – it was almost a dance, toeing the line but never stepping over it.

What Happened To Your Rival?
Roll 1d6 or choose to determine where your rival is now.

Roll (d6)	Outcome
1	***Died during the Trial of the Grasses.*** After hours upon hours of unimaginable suffering, your rival died during the Trial of the Grasses and was buried without ceremony.
2	***Is currently on the Path.*** Your rival graduated into witcherhood and has since remained on the Path, taking on work and killing monsters.
3	***Is imprisoned.*** Your rival is rumoured to have been imprisoned somewhere on the Continent, rightfully or wrongfully so.
4	***Works for a noble.*** Your rival currently works for a noble, either as a sellsword or on some sort of long term Contract to slay monsters.
5	***Returned to their keep.*** Your rival returned to the keep for one reason or another, it is unsure how long he'll be staying there.
6	***Died on the Path.*** Your rival died somewhere whilst travelling the Path, likely killed by a monster or perhaps a pogrom. It's unknown where he's buried.

Friends

Friendship blossoms in the face of adversity and, unsurprisingly, some of the strongest form between witcher recruits. Whilst these bonds are often a source of comfort and much-needed human contact, sometimes they can be detrimental, the shared trauma and harrowing experiences creating a co-dependent relationship. Whilst most witcher trainers encourage healthy friendships amongst their recruits, they will try to separate those forming bonds that could be damaging to a fully-fledged witcher.

Follow the tables below for information on the type of relationship you and your friend had.

What Caused The Friendship?
Roll 1d10 or choose what was the root cause of your friendship.

Roll	Cause
1-3	**Shared experience** You both shared an experience that was traumatising in some way, whether it was an injury, accident, or even a punishment together. You found common ground with one another and it gave you a sense of closeness and understanding that you felt you didn't have with anyone else.
4-7	**Protective** One of you was slightly older than the other and due to the intensely grim environment you were subjected to daily, a sense of responsibility and a need to protect the younger of the two of you grew. It was very reminiscent of a brotherly relationship even though neither of you are related by blood.
8-10	**Loneliness** You both felt like outcasts even amongst the witchers, like neither of you truly belonged anywhere. Out of desperation, you clung to each other, providing comfort where you could and never leaving one another's sight.

Strength of your bond
Roll 1d6 or choose whether you **liked**, **respected**, or **loved** each other. ('Loved' does not necessarily mean romantic, though you can choose to regard your friend as a **romantic interest**.)

Roll (d6)	Bond
1-3	Liked
4-5	Respected
6	Loved

What Was Your Friendship Like?
Roll 1d6 or choose to determine what your friendship was like on a day-to-day basis.

Roll (d6)	Outcome
1-2	**Warm** Your friendship was a source of happiness in a place that had little joy to give. Every moment together was treasured, filled with laughter and kindness. Your trainers noticed the bond and although never mentioned it outright, they appreciated it – happiness like that is seldom found, even as an adult.
3-5	**Protective** Your friendship thrived on being one another's keeper – neither of you would get hurt so long as the other was there to stop it. You were often given lectures on the dangers of stopping to help; that going back for someone falling behind was foolish, even more so for a witcher. It didn't stop you.
6-8	**Playful** Your friendship was bright and filled with pranks you played both on each other and other boys at the keep. The older witchers certainly noticed but were willing to let it be so long as it never went too far. You both were a source of some much-needed happiness whenever morale was low.

9-10	**Co-dependent** Your friendship was worryingly close and fraught with unstable emotions, unwilling to let the other stray far and struggling to concentrate whenever you were separated. The trainers tried keeping you apart but it was no use, you kept finding your way back to each other regardless of the punishments you were threatened with or forced to endure. Your emotional states depend highly on the well-being of the other.

What Happened To Your Friend?
Roll 1d6 or choose to determine where your friend is now.

Roll (d6)	Outcome
1	***Died during the Trial of the Grasses.*** Frightened in the dark and in unimaginable agony, your friend died during the Trial of the Grasses. He was buried somewhere in an unmarked grave, likely with many other boys just like him.
2	***Is currently on the Path.*** Your friend graduated into witcherhood and has since remained on the Path, taking on work and killing monsters.
3	***Is imprisoned.*** Your friend is rumoured to have been imprisoned somewhere on the Continent. You aren't sure where.
4	***Works for a noble.*** Your friend currently works for a noble either as a sellsword or on some sort of long term Contract to slay monsters.
5	***Returned to their keep.*** Your friend returned to the keep for one reason or another, it is unsure how long he'll be staying there.
6	***Died on the Path.*** Your friend died somewhere whilst travelling the Path, likely killed by a monster or perhaps a pogrom. You have no idea where he's buried or what truly happened to him.

The Witcher Trials

"We had to bury them ourselves, with their mangled bodies and twisted faces – mouths still agape from their final screams. Thing is, they were the lucky ones. Got out quick. The rest of us poor sods had to go on and endure Alzur's various "Trials" – or so he called them, as if they were heroic feats we had chose to undertake, to prove our worth. As if we made a choice to go through hell for that cunt's validation."

Madoc, 'The Road to Maribor', from "Gwent: The Witcher Card Game"

Recruits that survived the arduous physical training and diet of mutagenic broths were then required to pass **three Trials** before they could become fully-fledged witchers: the **Trial of the Grasses**, the **Trial of Dreams**, and the **Trial of the Mountains**. The Trials were always followed in this order so as to ensure the physical changes to a recruit's body were adapting well before putting it to the test. Groups of boys were submitted to the Trials to go through them together.

The Trials subjected them to the worst pain they would ever experience, burning into them a formative memory so traumatic they can never forget it – they are brought face to face with it every time they look in the mirror or feel the weight of the medallion about their neck.

The Trial of the Grasses

"For two days more did symptoms not subside. The child's skin, hitherto drenched in sweat, grew dry and hot, the pulse ceased to be full and firm – albeit remaining of average strength, slow rather than fast. No more did he wake, nor did he scream. Finally, came the seventh day. The male awoke and opened his eyes, and his eyes were those of a viper..."

Carla Demetia Crest, from 'Blood of Elves' by Andrzej Sapkowski

The first of the Trials and the most nightmarish, the Trial of the Grasses is what makes a witcher a witcher. Now the

body would be physically broken down and restructured, crafted by alchemy, magic, and viral cultures into new shape. The rough edges would be hewn and sharpened, refining everything down at last into the perfect monster-killing weapon, no detail left unturned in its agonising thoroughness.

Boys were led deep into the hearts of their keeps, strapped and tied down to tables where alchemical containers hung above, filled with potent mixtures whose exact recipes were known only to the witchers and the mages that made them. First, the virus cultures and a concoction of herbs referred to as 'the Grasses' are ingested via teas, then further mutagenic elixirs were injected into the veins and even the eyes. For the first couple of days, the children would moan and cry out.

By the third day, most of them would be dead.

Those that survived would begin to scream and try to break free, taken up in unpredictable fits of madness only to fall into catatonia. They would turn glassy-eyed, struggle for air, and reach for anyone and anything, desperate and terrified. Blind. The elixirs were administered again, followed by coughing that turned into retching, vomiting on the floor and themselves and soaking wet with sweat. Then came violent seizures with many boys biting through their own tongues and foaming red at the mouth.

On the seventh day they would awaken, their eyes like a cat's.

For every ten boys subjected to the process, only three or four would ever return.

As a result of this Trial, the body is transformed, granting a witcher his signature feline eyes, fast reflexes, strength, heightened senses, enhanced metabolism, and significantly slowed aging process. You too were eventually subjected to this process and, depending on the outcome, you might have made it out worse off in numerous ways.

How Did The Grasses Go?

Roll 1d10 or choose from the table below to ascertain how the Trial of the Grasses went for you. Even if you were granted **extra mutations**, that might not necessarily be a positive thing.

Roll (d10)	Outcome of the Grasses
1	**Nearly fatal** The Trial almost destroyed your body, nearly killing you. Whilst you managed to beat the odds and pull through, your body and mind suffered greatly. (**-1 EMP**) Refer to section **Echoes of the Grasses**.
2-3	**Poorly accepted** It was touch and go for a while, your trainer sincerely believing you wouldn't make it. You managed to survive but not without lasting scars both mental and physical. (**-1 EMP**) Refer to section **Echoes of the Grasses**.
4-9	**Acceptable mutations** The Trial went well, and though you bear the weight of memories filled with agonising pain beyond words, you were able to pass into witcherhood. (**No modifiers**)
10	**Additional mutations** Unfortunately, your body was one that took to the mutations well, adapting with frightening ease. The decision was made against your knowledge to infuse you with yet more mutations, these ones being more volatile in nature. (**+1 EMP, +1 Mutation**) Refer to section **Additional Mutations**.

Echoes of the Grasses

The Trial of the Grasses involves literally breaking down the body using a mixture of dangerous chemicals, poisons, mutagens, and magic. If a recruit takes to it poorly and manages to survive, it is highly likely there will be a physical toll.

Roll 1d6 or choose from the table below to determine a condition your witcher now has as a result of the Trial.

Roll (d6)	Result
1	**Loss of limb** During the process of your body's reconstruction, you lost a limb. This could be the result of it simply not reforming correctly, or it having caught an infection that required amputation. Refer to **Prostheses** (*Witcher Prostheses & Wheelchairs*).
2	**Thinned stomach lining** The mutagens and toxins injected and ingested during the Trial ate away at your stomach lining, thinning it and causing it to become increasingly agitated the more potions you imbibe in quick succession. Refer to section **Toxic Irritation**.
3	**Over-active immunity** Your immune system is typical of a witcher's in that you cannot catch common or non-magical illnesses or plagues. However, it appears to overreact to often harmless things – i.e., pollen, animal/monster fur, etc. Refer to section **Allergies**.
4	**Volatile Chaos** Despite magic being used in their creation, witchers are considered 'low-magic' beings. Their thin ties to it are the main reason they can only cast Signs, which are considered the easiest form of casting magic. Your Trial of the Grasses left you more tied to Chaos, granting you a **+1 STA**. However, your stronger connection is **volatile**, and whenever you invest more than 5 STA into a Sign, you have a 10% chance of losing control and causing a **magical backfire**. If this happens, you and every creature within 2 meters of you takes 2d6 Elemental damage. This chance increases by +10% for every 1 point of STA you invest past 5, capping at 90%, increasing the resulting Elemental damage of a backfire by an additional 1d6 for every point past this limit.
5	**Residual pains** Your joints and bones have never been the same since the Grasses and it isn't clear what exactly is wrong – perhaps some sort of error as bones and cartilage reformed? Regardless, you have lingering aches and pains that are uncomfortable at best and distracting at worst. Refer to section **Arthritis**.
6	**Arrhythmia** Your heart appears to have been weakened in some way during the Trials (a common side affect seen in witchers who struggled to pull through, their bodies nearly giving out numerous times during the procedure). Refer to section **Arrhythmia**.

TOXIC IRRITATION

The Trial of the Grasses had an effect on your stomach, leaving the lining of it thinner and prone to aggravation by the toxic potions and decoctions you imbibe during Hunts. You don't have a reduced **Toxicity Level**, but crossing into higher percentiles of toxicity will cause you significant **pain** and even **bodily harm**. You must keep a close eye on your Toxicity Level, both in and out of combat. Refer to the table for correlating effects.

Witchers with stomach issues are trained to brew **White Honey**, prioritising it as a vital potion for them. You receive the White Honey **potion schematic** (*Core Rulebook*, *p*.247) to take with you on the Path. It doesn't count

against any other schematics you know.

Toxicity Level	Effects
25%	Your stomach is unsettled, achy and uncomfortable. Otherwise, you remain unaffected.
50%	Your stomach begins to cramp with sporadic waves of pain that you feel in your abdomen and chest.
75%	The toxins in your system have started to wear at the lining of your stomach, causing ulceration and severe pain. You are now **nauseous** and every **3 Rounds** must roll under your **Body total** or spend the next Round vomiting up blood.
100%	Your stomach lining is eroding under the stress of the poisons you've imbibed, causing unimaginable pain. You begin to feel woozy from blood loss and vomiting and must make a **Stun** save every **2 Rounds**.

ALLERGIES
The Grasses among many other changes, grants a witcher a strong immune system, meaning he cannot catch nor succumb to common illnesses and non-magical plagues like humans do. Whilst you have this ability, you've found that your own immune system is over-reactive, responding too hard to any irritant particles like pollen and fur – this isn't helped by the fact that your sense of smell is 2x that of a human's.

A witcher with allergies can ingest a **mouthful of Swallow** if they're in a pinch which will reduce swelling and symptoms. However, most witchers prefer to take folk medicine **herbal remedies** as Swallow is a scarce resource that is expensive and requires time to make. As such, witchers are reluctant to use it unless absolutely necessary.

Whenever you come into contact with an allergen, you must discern how severe your reaction is to know exactly how to treat it. Refer to the table below.

Reaction Severity	
Roll (d10)	**Effect**
1-4	***Low reaction.*** Your eyes begin to water and the skin about them turns itchy. Your nose becomes runny and you can't help but sniffle. A small dose of **rosemary** or **dried garlic** will ease the symptoms.
5-9	***Mild reaction.*** Your sinuses become stuffy and you cough to try and clear your sore throat. Your skin is itchy all over and you come up in hives and a rash. Immediate removal of the allergen and drinking **herbal teas** will ease the symptoms.
10	***Severe reaction.*** Your throat begins to close up, cutting off your ability to breathe – you are now **suffocating** (*Core Rulebook*, p.161). **Immediate medical attention is required** or a **full dose of Swallow** to prevent a fatal outcome.

Sidebar:
Folk Medicine
More modern medicines and cutting-edge treatments are not available to most people on the Continent, whether due to distance from cities and towns, or one's financial means. However, folk remedies have been around for centuries, many of them proving to be somewhat effective and are easily accessible as herbs grow everywhere and settlements often have a pellar or cunning woman if not a herbalist.

On the Continent, herbs most commonly used to treat allergic reactions are **nettle leaves**, **butterbur root**, **garlic** and **rosemary leaves**. These are made into teas, poultices, ointments, or vapour treatments.

ARTHRITIS
The Grasses caused some sort of trauma to the structure of your bones, particularly about the joints. As a result, you

experience constant aches and pains and even swelling about the affected areas. A witcher with this condition can ingest a **mouthful of Swallow** if they're in a pinch which will reduce swelling, pain, and stiffness. However, most witchers prefer to make use of **compresses** and **supports** as Swallow is a scarce resource that is expensive and requires time to make. As such, witchers are reluctant to use it unless absolutely necessary. Refer to the following subsections for information on how to address these symptoms.

Stiffness
After waking (or **meditation**), your joints become stiff and painful for **1 Hour**. During this time you take a **-1 to DEX**, **REF**, and **BODY** skill checks. This can be negated by either making a **compress** or wearing a **support**.

Wind's Howling...
Whenever the weather turns foul – i.e., rain, snow, gales, hailstorm, etc. – your joints become stiff and painful until you can take shelter (hut, cave, keep, house, etc.). During this time you take a **-1 to DEX**, **REF**, and **BODY** skill checks. This can be negated by either making a **compress** or wearing a **support**.

Looks Like Rain...
Your joint pain flares up whenever the weather threatens to turn damp and/or cold. You can tell it will rain about **1 Hour** before it actually does, the fluid in your joints reacting to the pressure in the air.

Compresses
Using a flat stone you have heated by flames – campfire, fireplace, forge, sconce, oven, etc. – you create a compress for soothing your joints by wrapping it in cloth and holding or strapping it to the affected area. This provides you with relief for up to **1 Hour**, negating any stiffness and pain. You can reheat the stone as and when required. A stone takes **30 Minutes** to heat up in this manner.

Alternatively, instead of waiting for a stone to heat up, you can blast it with a shot of **Igni** at no cost to your Stamina (STA). Once strapped to the affected joint, this heat lasts for up to **2 Hours**.

Joint Supports
Extra stability can be applied to an affected joint using a **support** or **splint**. This item is typically made from leather and cloth with wooden (or metal) shafts slipped into the padding. They can be bought from apothecaries, healers, and pellars for **15 Crowns**. Alternatively, they can also be crafted using the **diagram**. Supports and splints also have the following effects.

Mobility
When you aren't wearing your support or splint whilst affected by stiffness and not using a compress, you take a **-1 DEX, REF,** and **BODY** skill checks.

Protected
Your support or splint sits under your armour and clothing and is protected by it. Any attack made against a limb with a support or splint is redirected towards its wearer instead.

Novice Diagram					
Name	**Crafting DC**	**Time**	**Components**	**Investment**	**Cost**
Joint Support/Splint (any limb)	12	1 Hour	Cotton (x1), Leather (x1), Thread (x1), Timber (x1)	7	35

ARRHYTHMIA
The Trial of the Grasses and all the gruelling physical training a witcher goes through gives him a significantly slow, steady, and strong resting heartbeat. However, your body nearly rejected the process of the Grasses entirely, barely clinging onto life and weakening the muscle and electrical impulses of your heart, leaving you with an abnormal heart rate even by witcher standards.

Typically, a witcher's pulse increases whenever he imbibes the toxins vital to his work, and whilst this remains true for you, the increase exaggerates the abnormalities your heart has, causing palpitations and potentially even skipped beats. As a result, you aim to be as careful as you can whenever ingesting **potions**, being sure to keep an eye on their **effects** and how the resulting **toxicity level** will impact you.

Refer to the **tables** below to ascertain what potions and other **alchemical items** will affect your arrhythmia.

Alchemical Items – Aggravated Pulse	
Name	**Effect**
Black Venom	Once imbibed, your heart rate spikes suddenly, causing palpitations and shortness of breath. You are now **stunned** and must either succeed a **Stun Save** or be snapped out of it when you are next struck by an attack (*Core Rulebook*, p.161).
Fisstech	Fisstech is an illicit drug that increases your heart rate dramatically, restricting your ability to breathe as the high kicks in. You are **suffocating** (*Core Rulebook,* p.161) but can ease this effect by using either **foxglove** or **numbing herbs**. A **doctor** can also treat this using their Healing Hands skill.
Hallucinogen	You are **hallucinating** (*Core Rulebook,* p.161) which causes your heart and mind to race erratically, especially if the hallucinations are terrifying or unpleasant. The pressure this exerts on your heart can be reduced by using **foxglove** or **numbing herbs**. A **doctor** can also treat this symptom using their Healing Hands skill.
Succubus' Breath	This alchemical item is similar to an aphrodisiac, increasing your pulse if ingested. It doesn't have too much of an impact in small doses, but still has a noticeable effect on your arrhythmia. You can use **foxglove** or a **doctor** can also treat this symptom using their Healing Hands skill. You can also use **Pantagran's Elixir**, but this will negate the effects of the Succubus' Breath entirely.

You can use the following alchemical items on the table below to ease the aggravation to the arrhythmia caused one of the aforementioned items.

Alchemical Items – Soothed Pulse	
Name	**Effect**
Chloroform	You can willingly use chloroform to calm down and relax if necessary. This will lower your heat rate, but you will need to make a **Stun Save at -2** or be knocked **unconscious** until you can succeed the save.
Foxglove	Foxglove is a hardy plant that grows across the Continent and it has been used in folk medicine at low doses to treat heart ailments. Refer to the following item description.
Numbing Herbs	Numbing herbs are often used as an anaesthetic due to their sedative properties. By taking 1 dose, you can relax and bring your heart rate down.
Pantagran's Elixir	Pantagran's Elixir is a sedative concoction designed to calm and relax a person. You can lower your heart rate significantly with 1 dose. However, you will also retain the effects as described (*Core Rulebook,* p.88).

Foxglove Powder				
Name	**Avail.**	**Effect**	**Weight**	**Cost**
Foxglove	E	Dried foxglove leaves in a powder form is a herbal remedy used to treat ailments of the heart. Whenever your pulse becomes elevated due to your arrhythmia, you imbibe a dose. Its relaxing effects work within 15 minutes of ingesting. You cannot overdose on this item, but consuming more than 3 doses within a 4 Hour period will cause **nausea** (*Core Rulebook*, p.161) that lasts for 1d6/2 (rounded up) Hours.	0.1	7

Similar to the effects of alchemical items, **Witcher Potions** also put immense strain on the body – there is a reason only witchers can withstand imbibing them after all. As a result of your arrhythmia, your **Toxicity Level** becomes dangerous when it reaches 75% rather than 100%, meaning you must be careful when taking doses of potions. Refer to the table below for information on how your symptoms progress as a result.

You can reduce these effects by either waiting for your Toxicity Level to naturally decline, or by taking a dose of **White Honey**. You gain White Honey as an additional **Witcher Potion Schematic** to take with you on the Path (*Core Rulebook,* p.247), this doesn't count against the number of schematics you already know.

Toxicity Level	Effects
25%	Your heart rate increases slightly and you find yourself breathing a little heavier and faster than usual. As your resting pulse is usually ¼ that of a human's and your breathing at ½, you find this increase noticeable.
50%	Your heart rate reaches ¼ the speed of a human's, causing discomfort and a rasp to your breathing which is now at the standard human rate. You can feel your pulse in your neck and wrists.
75%	**This is your danger level.** Your heart rate is now ¾ that of a human's and your breathing is fast even by human standards. Your chest tightens uncomfortably, pulse throbbing in your skull, and you begin to overheat. Witchers cannot flush or blush due to their mutated blood vessels, but your skin is very hot to the touch.
100%	**This level is potentially lethal.** Your heart rate is erratic, beyond a human's resting pulse now, and your murmur becomes extremely distinct as your heart works overtime, forced into overdrive by the numerous toxins in your blood. Your breathing is now shallow and reedy and you begin to feel like you cannot get enough air. You need **urgent medical assistance** or a dose of **White Honey**. Left untreated, you have a **50% chance of cardiac arrest**.

Additional Mutations

Your body took to the Trial of the Grasses alarmingly well, showing no signs of rejection as it was forced to adapt to the poisons and magic it was subjected to. Whilst this may seem initially positive, it unfortunately labelled you as a test subject for further mutations that were experimental in nature, the witchers and mages overseeing your transformation wanting to see how far your limits could be pushed. Your consent was not asked for and any protests, if you were even able to make them, were ignored and another nightmarish round of toxins and mutagens were pushed into you. You screamed, you thrashed, you wailed, you begged as the agony burned through you and your body was changed further, becoming even less recognisable.

The introduction of additional mutations is an exceedingly rare process that very few recruits are subjected to. Whilst the result is usually a promising witcher from a physical stand point – the enhancements make for an even better weapon against monsters – the toll it takes is one deeply personal and upsetting. Although witchers are already mutants, there is a shared camaraderie between them that comes from the knowledge that at least they're all outcasts *together.* A witcher with additional mutations is always aware that he does not fit in, even amongst his own kind and it is not unheard of for more average witchers to shun those that have been subjected to the process, believing them to toe the edge of the line into being considered a monster too close for comfort. An example of a witcher in this exact predicament is none other than **Geralt of Rivia**, whose additional mutations turned his hair a stark white, gravelled his voice further, and left him feeling disconnected from people, even fellow witchers.

Roll 1d10 or choose from the table below to discern what additional mutation you were given and the effect it has on you and your body.

Roll (d10)	Mutation
1	**Wraith** There is a strange, eerie quality about you, your complexion washed out and skin cold to the touch, the air in a room becomes icy whenever you enter it. Anyone coming into direct contact with your bare skin has a 50% chance to become **frozen** (*Core Rulebook,* p.161).
2	**Bruxa** Your bones stand up prominently from beneath your skin, making you appear corpse-like, and your teeth are sharp and irregular in size. Your vocal cords are able to vibrate at an intense frequency, granting you a piercing screech ability that deals 1d6 damage, leaving the target **stunned** (*Core Rulebook,* p.161).
3	**Griffin** You have developed a third eyelid and the muscles of your eyes are even further enhanced, allowing you to focus down to minute detail or widen out your perspective to an exaggerated degree. You have a **+4 to Awareness**.
4	**Harpy** Small clusters of short, dark feathers sprout from random patches of your skin, other areas being raised where new ones are trying to push through. Your sharp reflexes are even more heightened, meaning you can make **Fast Attacks** with no penalty.
5	**Ghoul** The complexion of your skin turns sickly and ashen, blackened veins standing out starkly beneath. Whenever you reach ¼ of your HP (rounded down), you become **enraged**, dealing an additional 1d6 damage to attacks made with your weapon. The effect ends once your HP reaches over this ¼ amount.
6	**Troll** Your skin is rough with a raised, irregular texture, being almost hard in some places – rock-like in quality. The muscles of your body are imbued with monstrous strength, granting a **+4 to Physique**.
7	**Kikimore** Stunted, stocky spines sprout along your limbs and dark bruises permanently shadow your eyes. You have a **heightened tolerance** for the potions and decoctions you imbibe, allowing you to reach +**5% to your max toxicity** before you suffer any consequences.
8	**Leshen** Animals with sensitivity to magic (cats, non-witcher trained horses, etc.) are still frightened by your presence, but you seem to have an odd sort of camaraderie with **crows** and an intrinsic and inexplicable affinity for the wilderness. Your skin has strange dark blemishes across it that create an illusion of camouflage, allowing you to blend in eerily well amongst the grasses and trees. Whilst in woodland/out in nature, you have a **+4 to Stealth**.
9	**Arachas** The saliva you produce is acidic and venomous, the skin about your mouth always looking angry and sore, your lips cracked and often drawing small amounts of blood when you talk. Anyone who comes into contact with it has a 50% chance of being

	poisoned.
10	**Cockatrice** Your eyes still maintain their cat-like pupils and golden colour, but they have changed shape, becoming reminiscent of a cockatrice's, enough so that commonfolk will actively avoid making eye contact with you due to the superstition that a cockatrice can kill with its gaze alone. You gain a **+1 to Intimidation**. Additionally, you grow thick, sturdy claws in place of your fingernails, granting you a claw attack of 2d6.

The Trial of Dreams

"You can't stop a soldier from being frightened, but you can give him motivation to help him overcome that fear. I have no such motivation. I can't have. I'm a witcher: an artificially created mutant. I kill monsters for money. I defend children when their parents pay me to. If Nilfgaardian parents pay me, I'll defend Nilfgaardian children. And even if the world lies in ruin – which does not seem likely to me – I'll carry on killing monsters in the ruins of this world until some monster kills me. That is my fate, my reason, my life and my attitude to the world. And it is not what I chose. It was chosen for me."

Geralt of Rivia, from 'Blood of Elves' by Andrzej Sapkowski

The second Trial involved magic and hallucinatory experiences, designed to test the strength of a recruit's mind with the aid of psychedelics. Here a potential witcher would prove his fortitude; that he understood the place he has in this world and his part in it. An uncertain mind produces an unstable witcher; an unstable witcher is a liability. Fear and second-guessing has no place on the Path, there is only the will to move forward, to fulfil the task you were given.

Under the supervision of witchers, druids, and mages, the boys who survived the Grasses were led to a secluded location and given a tea with **psychedelic** and **mutagenic** properties. The mutations augmented their nightvision, further enhanced their senses, and also left them **sterilized**. A recruit was expected to ride out the trance, preferably meditating to do so, and see through the haze of drugs and hallucinatory magic to understand what they were seeing wasn't real.

Whilst some boys were able to do just that, others became terrified and confused, prone to outbursts and even attempts to attack the visions they were seeing. In very rare cases, a trainee's mind was broken entirely, leaving them unable to progress into witcherhood and, more often than not, being killed out of mercy.

The Trial of the Mountains

"When you know about something, it stops being a nightmare. When you know how to fight something, it stops being so threatening."

From 'Blood of Elves' by Andrzej Sapkowski

The third and final Trial was a physical exam that tested a recruit's knowledge and retention from his years of training. In it, he had to prove he had the skill, wits, and physical strength required of a witcher on the Path. Each School had its own version of the test, the most well-documented one being that of the Wolf School who also referred to it as the Trial of the Medallion.

Additionally, some Schools adapted the Trial of the Mountains to better reflect either the values they adhered to, or to accommodate certain restrictions, such as the environment their keep was surrounded by. In some cases, this made the Trial even more deadly. Depending on the School you hail from, you may have had an entirely different experience, but the end result is the same: those that survived had proved themselves and could, at last, join the ranks of their fellow witchers.

Refer to your relevant School for information on the Trial you took.

School of the Wolf

Trainees were given a silver sword, a basic alchemy kit, and their medallion which was yet to be imbued with the Chaos that allows it to react to sources of magic. A would-be Wolf needed to then swim to the caverns located in a large pond near Kaer Morhen and navigate the dark tunnels where Old Speartip, an old cyclops, slept without waking him. Once they had made their way out to the other side, they were then required to climb Troll's Head mountain, reason with the rock trolls that dwelled there, and reach the Circle of Elements. Once there, their medallion was then activated, infusing it with Chaos and marking his passing into witcherhood.

Much like the other two Trials, this Trial was undertaken by groups on the premise that it was an opportunity to

also test how well a witcher co-operated with others when forced to. Many boys died at this last Trial, most if not all of them to Old Speartip – the cyclops has made it to such old age for a reason.

Significant Moments: Wolf School

Recruits were watched sharply for any admirable qualities they possessed during the Trial or any impressive feats they managed to pull off. Such things would start their reputation amongst the already established witchers and was usually an indicator of the sort of witcher you would be.

Roll 1d6 or choose from the table below to determine your most impressive moment from this Trial.

Roll (d6)	Significant Moment
1	**Reckless** You went back for another recruit who'd found himself in over his head. Regardless of the danger, you threw yourself in to get him out, showing bravery, yes, but recklessness, too. The two often overlap. Other witchers know to keep an eye on you but they respect you for your sense of honour. (**+1 EMP**, **+3 to Reputation** when meeting other witchers from your School.)
2	**Compassionate** You showed a considerable level of patience and even empathy when reasoning with the rock trolls, earning their trust quickly. There was clear respect and understanding for monsters that are sentient and not necessarily evil. Some witchers were impressed, but others were concerned you were too soft-handed. (**+1 EMP**, **+3 to Reputation** when meeting other witchers from your School.)
3	**Fast thinking** You managed to react incredibly fast even for a witcher when part of the path through the Troll's Head gave way under your feet. It was an impressive display of footwork and your reaction time to make the escape so cleanly. The witchers bring it up at least once whenever you return to winter at the keep. (**+1 REF**, **+3 to Reputation** when meeting other witchers from your School.)
4	**Excellent recall** You displayed excellent memory retention whilst brewing a dose of Cat in the caverns, not needing to check any notes as you could recall exact measurements of ingredients and cooking times with ease. Witchers always bring it up when lecturing the new recruits on the importance of alchemy and mathematics. (**+1 CRA**, **+3 to Reputation** when meeting other witchers from your School.)
5	**Alertness** You showed a great sense of awareness in your surroundings, knowing immediately to fall silent as you approached the cave Old Speartip was sleeping in, not once risking discovery. The witchers were very impressed as the approach to the cyclops' lair is where many a recruit has become overconfident and slipped up. (**+1 INT**, **+3 to Reputation** when meeting other witchers from your School.)
6	**Stealthy** Despite all the loose stone and debris on the ground of Old Speartip's cave from the previous groups passing through, you showed great skill in picking your way carefully from one side of

	the room to the other, walking exactly as you were trained – rolling from heel through to ball – so as to be silent. The witchers who trained you were very impressed, calling it a 'textbook example'. (**+1 DEX**, **+3 to Reputation** when meeting other witchers from your School.)

School of the Cat

Trainees were given a silver sword, a basic alchemy kit, and their medallion which was already imbued with Chaos and activated on the premise that it would be needed during the Trial. A would-be Cat would then be led to a secluded place where numerous tightropes were strung, each one higher and more perilous than the last. The ropes were not set up in a clearing, they wove through woodland and canopies, across bodies of water with rushing rapids, and skirted dangerously close to monster nests. He would then be blindfolded and set out to navigate the winding maze, climbing higher and higher, relying on his heightened senses and centre of balance to stay on the rope and fight off the monsters seeking to drag him off or knock him down. Once he made it to the other end, he was accepted and entered into full witcherhood. If he fell, the drop killed him – if not, then the monsters waiting to tear him apart certainly did.

Much like the other two Trials, this Trial was undertaken by groups on the premise that it was an opportunity to also test how well a witcher co-operated with others when forced to; whether he would show the tenacity and ruthlessness the School of the Cat is known for. Many boys died at this last Trial, most if not all of them from some level of overconfidence or at the hands of another boy.

Significant Moments: Cat School

Roll 1d6 or choose from the table below to determine your most impressive moment from this Trial. **Remember:** a lower level of empathy is considered the standard for Cat witchers. Whilst you may take negatives in this section mechanically, they are seen as **positive outcomes** in the eyes of other Cats.

Roll (d6)	Significant Moment
1	**Tenacious** You were out for yourself and weren't about to let anyone drag you down with them: only the strongest and fastest survive. You took off without any thought for the other boys up on the rope with you – if they called out for help, you ignored them. If they were too slow, you simply left them behind. A witcher has no use for dead weight. Other witchers respect your tenacity and will to move forwards no matter the cost. You fit in well with the other Cats. (**-1 EMP**, **+3 to Reputation** when meeting other witchers from your School.)
2	**Ruthless** You saw the weaknesses in the other recruits and simply ensured what would inevitably happen anyway occurred just a little bit sooner than expected. One boy made a foolish mistake, as he clung one handed onto the rope, unable to see past the blindfold but well aware of the lethal drop awaiting him below, you hacked down at his fingers, forcing him to let go. He provided the perfect distraction as the monsters tore him apart, making your hasty escape. The witchers still bring it up when lecturing new recruits about the uselessness of weak witchers – that the only person you can truly rely on is yourself. (**-1 EMP**, **+3 to Reputation** when meeting other witchers from your School.)
3	**Foolish** Despite your training, you turned and went back for another recruit who'd slipped and couldn't haul himself back up onto the tightrope. With no regard for your own safety, monsters snapping

	at your feet, you grabbed the other boy and helped him find his balance. Even then, you continued to stick close by, making sure you made it out together. The witchers scolded you for your foolishness, seeing it as an unnecessary risk you never should've taken. (**+1 EMP**, **+3 Reputation** when meeting other witchers from your School.)
4	**Sure Footed** You displayed a perfect centre of balance, every step certain and your movements sure and confident. It was almost impossible to knock you from the ropes, you barely even wobbled. Not a single moment of hesitation or uncertainty in your stride. The witchers who trained you were very impressed, calling it a 'textbook example'. (**+1 DEX**, **+3 to Reputation** when meeting other witchers from your School.)
5	**Quick Thinking** You managed to react incredibly fast even for a witcher when your foot slipped from the rope and threatened to trip you. It was an impressive display of your reflexes to snatch your centre of gravity back so as not to fall. The witchers bring it up at least once whenever you meet with them. (**+1 REF**, **+3 to Reputation** when meeting other witchers from your School.)
6	**Aware** You leaned into and relied on your enhanced senses seamlessly, the blindfold barely being a hindrance to you. Even without your sight, you were able to navigate the treacherous path of tightropes with ease, landing savage blows against monsters and avoiding obstacles as they strove to knock you off. The witchers were very impressed by how in tune you were with your surroundings, not once faltering. (**+1 INT**, **+3 to Reputation** when meeting other witchers from your School.)

School of the Griffin

The School of the Griffin presented their recruits with a choice. They could either recite 'Liber Tenebrarum' by author Silvester Bugiardo from beginning to end, or go out into the mountains around Kaer y Seren and retrieve an egg from the nest of a griffin. No trainee has ever chosen to recite the book, much to the chagrin of the School's Master, **Keldar**.

Trainees were then given a silver sword, a basic alchemy kit, and their medallion though it was yet to be imbued with Chaos: this would occur once the Trial was complete. A would-be Griffin would then make his way deeper into the Dragon Mountains, reaching the heights where paired griffins would make their nests for the season. Trainees were heavily advised *not* to kill any of the griffins as the creatures mate for life, and the death of one only causes the other to become enraged and destructive. Killing a griffin during this Trial was considered shameful for this reason and whilst it still constituted a pass, it was never forgotten. Once a recruit had claimed an egg, he then had to make his way back down and through the mountains and return to the keep with it as proof of their success.

Much like the other two Trials, this Trial was undertaken by groups on the premise that it was an opportunity to also test how well a witcher co-operated with others when forced to. But each recruit had to bring back his own egg, a group couldn't claim to share one. Many boys died at this last Trial, most if not all of them from some level of overconfidence or lack of preparation which had them caught off guard.

Significant Moments: Griffin School

Roll 1d6 or choose from the table below to determine your most impressive moment from this Trial.

Roll (d6)	Significant Moment
1	**Compassionate** You spotted one of the recruits in trouble, jumping in to shove them out of the way before they were impaled on razor sharp talons. It was reckless, yes, but compassionate, showing a level of care for your brethren. The witchers respect the honour you displayed even if it could have come at the cost of your own life. (**+1 EMP**, **+3 to Reputation** when meeting other witchers from your School.)
2	**Knowledgeable** You were able to recall the bestiary entry for griffins with near-perfect clarity, having studied intensely before the test. Making use of the creature's documented behaviours, you drew the pair away from the nest with a buckthorn lure, taking one of the eggs whilst they were distracted. The witchers use it as a good example of the many different ways a witcher may approach and handle a situation. (**+1 INT**, **+3 to Reputation** when meeting other witchers from your School.)
3	**Adaptable** You showed the ability to adapt to unplanned situations when your first attempt to draw the beasts away didn't work. You instead created an impromptu distraction on the fly. The witchers still talk about it with a sense of amusement and genuine appreciation for how you thought on your feet. (**+1 INT**, **+3 to Reputation** when meeting other witchers from your School.)
4	**Stealthy** You managed to sneak around perfectly, picking through discarded bones and half consumed carcasses without being spotted. Walking exactly as you were trained – rolling from heel through to ball – you were silent. The witchers who trained you were very impressed, calling it a 'textbook example'. (**+1 DEX**, **+3 to Reputation** when meeting other witchers from your School.)
5	**Quick Footed** You were spotted by one of the griffins but were able to avoid the incoming attack in an impressive display of your reflexes, dodging neatly out of the way seconds before being skewered. Other witchers bring it up at least once whenever you meet up with them. (**+1 REF**, **+3 to Reputation** when meeting other witchers from your School.)
6	**Impatient** When your first attempt to draw the creatures away from their nest didn't work, you lost your patience entirely, deciding instead to kill both griffins in order to take an egg. The witchers bring it up as an example of what not to do – that such an approach only causes needless death and needless risk. (**-1 EMP**, **+3 to Reputation** when meeting other witchers from your School.)

School of the Viper

Trainees were given one silver and one steel short blades – their 'fangs' – a basic alchemy kit, and a mixed concoction of toxins. A would-be Viper needed to ingest the concoction in order for the Trial to begin, willingly poisoning themselves; they were also informed that their alchemy kit came with none of the ingredients needed to make White Honey or Golden Oriole, leaving them unable to purge their systems. As soon as they'd drank it, the countdown began. Recruits would have **2 hours** to navigate a series of tunnels beneath Gorthwr Gwaed and face the monster awaiting them in the depths – an overgrown nest of Arachasae and their Queen. He would then need to kill the creatures to find the dose of Golden Oriole hidden amongst the eggs and administer the cure before he succumbed. Once he emerged victorious from the tunnels, he was awarded his medallion, marking his passing into witcherhood.

Much like the other two Trials, this Trial was undertaken by groups on the premise that it was an opportunity to also test how well a witcher co-operated with others when forced to. Many boys died at this last Trial, many of them before they'd even reached the final room, too dazed and affected by poison he'd ingested to make any sense of where he was.

Significant Moments: Viper School

Roll 1d6 or choose from the table below to determine your most impressive moment from this Trial.

Roll (d6)	Significant Moment
1	**Knowledgeable** You prepared yourself for the possibility that you might not make it in the time limit and recalled the recipe for Full Moon, which granted you a boost of additional vitality, buying you at least another half an hour before the poison consumed you. Other witchers were impressed by your ability to not only think under pressure, but also to brew the potion perfectly whilst under such duress. (**+1 INT**, **+3 to Reputation** when meeting other witchers from your School.)
2	**Determined** You pushed through on willpower alone. Whenever you began to stumble, the toxins hazing your mind and sight, you forced yourself to move forward, breaking through the pain to keep going. You would not die here. You refused. The other witchers consider your resolve to be like iron and it is often brought up when meeting with them. (**+1 WILL**, **+3 to Reputation** when meeting other witchers from your School.)
3	**Aware** As your vision swam and became too foggy to see clearly through, you decided to rely on your other senses instead, using a makeshift blindfold to remove the distracting way your sight warped and twisted everything. You attuned yourself to the world using your heightened sense of hearing and smell, following the acrid scent of arachas venom and the chittering of their communications with each other. The witchers who trained you use it as a good example of how a witcher's senses are just as vital to his job as weapons are. (**+1 INT**, **+3 to Reputation** when meeting other witchers from your School.)
4	**Practical** You saw the advantage in working together, asserting yourself as the leader of a small team of recruits. All of you compensated for one another's symptoms, providing support so that everyone's weaknesses whilst poisoned were covered as best as they could be. Witchers often talk about how level-headed and good of a

	leader you were that day – you likely prevented a few deaths. (**+1 EMP**, **+3 to Reputation** when meeting other witchers from your School.)
5	**Opportunistic** You took advantage of the other recruits who were severely struggling, using them as both bait and distraction for the arachasae so you could make your way into the nest and grab a dose of Golden Oriole much quicker. Other witchers see it as ruthless but practical – death will always happen, and better to survive another day than die needlessly. (**-1 EMP**, **+3 to Reputation** when meeting other witchers from your School.)
6	**Fast Footed** Despite clearly struggling to adapt to the symptoms of your poisoning, you still managed to display an impressive feat of skill when the arachas queen lunged at you, diving out of the way, rolling, and springing back up neatly. The witchers who trained you described it as a 'textbook example' of dodging. (**+1 REF**, **+3 to Reputation** when meeting other witchers from your School.)

School of the Bear

Trainees were given a silver sword, a basic alchemy kit, and a bag of gear suited for climbing. A would-be Bear needed to then ascend Mount Gorgon, an extremely large and difficult summit in the Amells, using nothing but his know-how and what few items he'd been given. The path upwards was fraught with danger, from roaming bears to monster nests, and the threat of avalanches or falling ice hanging overhead. Whilst they weren't given a map, over the centuries, a series of markers became apparent – the frozen bodies of the trainees who'd succumbed to the unbearable cold before ever finding the peak. Once he had arrived at his destination, a recruit would then retrieve a runestone which he was expected to bring back to Haern Caduch, trading it for what would be his own Bear medallion, marking his passage into witcherhood.

Unlike the other two Trials, this Trial was taken independently to emphasise the importance of a Bears own strength and ability to survive no matter the odds against him. Many boys died, lost in the snow and hypothermic, their bodies never recovered and left as a warning of the cost should a recruit fail.

Significant Moments: Bear School

Roll 1d6 or choose from the table below to determine your most impressive moment from this Trial.

Roll (d6)	Significant Moment
1	**Communicator** High up on snowy ledges, you crossed paths with a small group of ice trolls. Typically, this subspecies of troll have a reputation for aggression and an inability to communicate in Common Speech like their rock counterparts. Regardless, you were able to come to some kind of understanding with them, providing some of your rations in exchange for one of them showing you a safer route up than the one you were on. The other witchers still speak of it to this day; communicating with ice trolls is almost unheard of. (**+1 EMP**, **+3 to Reputation** when meeting other witchers from your School.)
2	**Resilient** By the time you reached the peak and closed your hand over the runestone, the harsh elements and constant freezing winds had got to you. You were severely hypothermic, but forced your way back to the keep, clutching tightly onto the proof of your success.

	You had to spend a long time in the infirmary afterwards, but you recovered and now find you are more resilient to extreme temperature changes. Other witchers remark on it as proof of how tough Bear witchers are supposed to be. (**+1 BODY**, **+3 to Reputation** when meeting other witchers from your School.)
3	**Knowledgeable** You made the most of your knowledge when it came to alchemy, recalling that certain witcher potions cause internal temperature shifts. The cold becoming nigh unbearable, you set down brew a dose of Black Blood, imbibing it to trigger your core into intense warmth, your blood quite literally boiling. Painful, yes, but far more preferable to the cold and threat of frostbite. The witchers use it as an example of how a witcher must always be prepared to think on his feet as it could end up saving his life. (**+1 INT**, **+3 to Reputation** when meeting other witchers from your School.)
4	**Compassionate** You displayed a real sense of honour and empathy when you stumbled across the long-frozen corpse of another recruit who appeared to have succumbed mere centimetres away from the raised dais where the runestones were kept. You took two runes and placed one into his rigid hand before turning back to Haern Caduch. Some witchers believe the dead recruit didn't really earn it, but others find the sentiment behind the act honourable. (**+1 EMP**, **+3 to Reputation** when meeting other witchers from your School.)
5	**Fast Acting** You managed to react incredibly fast even for a witcher when an avalanche was triggered, threatening to sweep away the ground from under your feet. It was an impressive display of your reflexes to get out of the way and to a place high enough to not get swept away. The witchers bring it up at least once whenever you meet with them. (**+ 1 REF**, **+3 to Reputation** when meeting other witchers from your School.)
6	**Enduring** Almost everything that could go wrong during the Trial did go wrong. But you persevered, reaching the peak bloodied and limping, and making the descent back down with the courage of the very creature your School is named after. Other witchers admire you for the tenacity and resolution you showed that day. (**+1 BODY**, **+3 to Reputation** when meeting other witchers from your School.)

School of the Manticore

Trainees were given a silver sword, a basic alchemy kit, and their silver and meteorite steel shield. A would-be Manticore was then taken out and left in the wastes of the Korath Desert where he was expected to then track down and kill a desert-dwelling subspecies of manticore – a creature known for its powerful tail lashes that are extremely difficult to parry and which have a stinger filled with deadly poison. The recruit would have to prove his skill with sword, shield, and Sign, making use of potions and oils too. Tracking the beast would prove extremely difficult as the sandy slopes and dunes were forever changing, the slightest breeze covering most clues if a recruit was neither careful nor quick enough. Once he had brought proof of his kill back to Behelt Nar, he was awarded his medallion, marking his passage into witcherhood.

Unlike the other two Trials, this Trial was undertaken alone, for a Manticore had to prove he had the skills

necessary to survive by himself – long gone are the days of protecting Zerrikanian caravans together. Under many a dune or trapped against rocky outcroppings are the bones of long-dead boys who failed, either dying to the elements or the manticore they were sent to kill, bodies picked clean by the carrion birds.

Significant Moments: Manticore School
Roll 1d6 or choose from the table below to determine your most impressive moment from this Trial.

Roll (d6)	Significant Moment
1	**Resilient** You pushed through despite the harshness of the elements around you, refusing to give in. By the time you made it back to Behelt Nar, your trophy in tow, you were suffering badly from hyperthermia, skin burned and unable to heal whilst still trapped under the constant sun exposure. You spent a long time in the infirmary afterwards, but recovered and now find you are more resilient to extreme temperature changes. Other witchers often remark on how impressive they find your resilience, truly befitting a Manticore. (**+1 BODY**, **+3 to Reputation** when meeting other witchers from your School.)
2	**Knowledgeable** You clearly recalled the weaknesses of a manticore from all the hours spent studying the bestiary during your training. You prepared the relevant oil, cast Quen on your armour, and even crafted bombs. Your trainers refer to it as an example of the importance of being well-prepared. (**+1 INT**, **+3 to Reputation** when meeting other witchers from your School.)
3	**Steadfast** Despite taking a nasty injury when the manticore managed to catch you with its claws, you stood firm, refusing to go down or give even an inch of ground. Impressive considering the beast has the strength required to cave a man's chest in even when he's wearing full plate. You came out the other side and managed to recover nicely although you will always have scars. The witchers remark on how impressed they were and it is a tale often recounted when meeting with them. (**+1 BODY**, **+3 to Reputation** when meeting other witchers from your School.)
4	**Patient** You assessed the beast and learned its movements, beginning to see patterns between each attack. Using this knowledge, you lined up and performed a perfectly timed parry, knocking the manticore's guard wide open long enough to land a series of savage blows. The witchers who trained you use it as a 'textbook example' of how to utilise a shield effectively in combat. (**+1 REF**, **+3 to Reputation** when meeting other witchers from your School.)
5	**Perceptive** The shifting sands of the wastes were unable to hinder you for long, your intense focus and speed allowing you to track the creature much quicker than most recruits. You then found your way back to Behelt Nar by waiting for nightfall and navigating using the stars. Other witchers speak of your resourcefulness and skill as a tracker.

	(**+1 INT**, **+3 to Reputation** when meeting other witchers from your School.)
6	**Recklessness** You call it courage, others call it reckless – it's funny how often the two overlap. Upon discovering the creature, you launched into an attack, displaying skill, yes, but not exactly much planning. As a result, you returned to the keep battered and bruised but very much victorious. The witchers keep an eye on you even if they do acknowledge your skill. (**+1 WILL**, **+3 to Reputation** when meeting other witchers from your School.)

The Trial of the Sword (Optional)

"Never pounce on an advantage as soon as it appears. Wait till it stands to have maximum effect."

Vesemir, from "Witcher 3: Wild Hunt"

If a master witcher had doubts about a trainee's worthiness to progress into witcherhood, he could invoke the Trial of the Sword. This additional Trial saw the recruit either hunt and kill a monster of the master's choosing, or engage in a duel with a fully-fledged witcher. In this duel, both participants would be required to wear the traditional armour of the Witcher Order from before the Schools were formed.

This Trial was a rare occurrence and was typically applied to recruits who showed themselves to be troublesome or otherwise problematic and disruptive to the School. If he failed, he would not be permitted to progress into witcherhood, leaving him unable to join the Path or leave the School. He could retake the Trial again at a later date if he proved himself capable and ready.

Your Medallion

After completing your Trials, you received your witcher medallion. Each one is cast in the shape of the School's namesake: wolf, cat, griffin, viper, bear, and manticore. The medallion is cast from silver and is typically worn about a witcher's neck. Once it has been infused with magic to activate it at the end of the Trial of the Mountains, it becomes sensitive to any presence of Chaos, tugging and jumping on its chain whenever spells are cast or magical creatures, like djinns or mages, are in your presence. They can also warn of monsters made from magic, such as people under the influence of a curse, or magical experimentation. However, these medallions are not infallible as certain monsters, such as higher vampires, don't trigger it.

Whenever you are within **20 meters** of a monster, spell, or curse, your medallion begins to vibrate and tug roughly in the direction of the source, alerting you.

Life As A Witcher – The Path

"Quite obviously, they only spoke of one thing – spring. About their approaching departure for the Trail. About what the Trail would have in store for them – about vampires, wyverns, leshys, lycanthropes and basilisks."

From 'Blood of Elves' by Andrzej Sapkowski

Years of pain and misery behind you, you now face years of the same ahead. Welcome to the Path, master witcher.

The Path – also referred to as the Trail – is a term coined by witchers to describe the long stretch of time between leaving their keep, usually in spring, travelling the Continent taking commission, and returning back come winter. More often than not, it is long months spent in solitude, moving from place to place, killing monsters and avoiding staying anywhere for too long so as not to wear out your welcome. You walk the line between human and monster now and the world will never let you forget it, no good deed goes unpunished, and the commonfolk are as likely to turn on you than they are to pay a fair wage.

Men will taunt you and throw slurs, fathers will drag their daughters into the safety of their homes. Doors will slam, windows will shutter, you could be refused entry or service at the drop of a hat. You may be tolerated but you are not welcome. And when tensions grow high and the peasants are looking for someone to blame for all their troubles, a mutant is the perfect target no matter how helpful he may be, how many people he has saved from the hungry claws and teeth of savage beasts.

You are not a hero. You are a witcher.

Be Prepared

When he first sets out on the Path, a witcher is given a selection of items to establish and ply his trade with. All stats for your **starting items** can be found in the *Core Rulebook*.

You have the following **Special Gear**:

Special Gear
Witcher Medallion
Witcher's Steel Sword
Witcher's Silver Sword
Potion Formulae x2
Oil Formulae x2
Decoction Formulae

You choose **two** from the following pieces of **Standard Gear**:

Gear (Pick 2)
Alchemy Set
A Horse (Witcher Trained)
A Hand Crossbow
Throwing Knives x5
Double Woven Gambeson

Other Schools

Some witcher Schools provide **alternative Special Gear** to better reflect the differences in their training and approach to witchering. If you are from the School of the Viper, or the School of the Manticore, refer instead to the following lists.

Special Gear (Viper)
Witcher Medallion
Witcher's Steel Knife (fang)
Witcher's Silver Knife (fang)
Potion Formulae x2
Oil Formulae x2
Decoction Formulae

Special Gear (Manticore)
Witcher Medallion
Witcher's Steel Sword
Witcher's Silver Sword

Manticore's Shield
Bandolier
Potion Formulae x2
Oil Formulae x2
Decoction Formulae

Significant Events

Not every encounter on the Path is centred on monsters. As you roam the Continent, you will meet people from all over the known lands, a witcher's first time outside of the keep is extremely eye opening and there is a wealth of experience to be had – most a harrowing reflection of how dark and unfair the world is, but sometimes there is light to be found. Your first significant experience on the Path will have left a deep impression, a lasting impact that echoes on no matter how much time is put between you and it.

What Was Your First Significant Event?

Roll 1d10 or choose from the table to determine what event occurred.

Roll (d10)	Event
1	**Child Surprise** After being owed a life debt, you invoked the Law of Surprise and gained a child. You are bound together by destiny now, whether you place stock in such notions or not. Refer to section **Child of Surprise**.
2	**Gained Infamy** Whether your fault or not, the people of a settlement turned against you. Perhaps they couldn't pay and chased you out, perhaps you were attacked and killed someone in self-defence. Or maybe you committed unspeakable acts for your own entertainment. Regardless, your reputation has taken a terrible blow and if you ever return to the place it happened, you can expect a mob waiting for you.
3	**Caught in a Pogrom** You found yourself trapped as the tensions between humans and non-humans in an area reached a tipping point. The humans formed a pogrom and began rounding up and killing elves, dwarves, and anyone else not deemed to be human. You, a witcher, were included in that number and barely escaped with your life. The horror and suffering you witnessed are burned into your memory, a constant reminder of how the world truly sees people like you.
4	**Beyond the Borders** You travelled beyond the borders of the Continent, further than any cartographer has managed to map. You met peoples and experienced cultures you couldn't even dream of, perhaps monsters you'd never seen before either, too. In some places, witchers were never heard of and thus never feared. You had to return home eventually, but you hold those memories close.
5	**Found Love** Somehow you did it – you found love; something real and meaningful. Something more than paying for company and having workers tell you they can't bear to look you in the eye. For a while you wrestled with the idea of settling down and making a real go of it. But the Path called and you could ignore it no

	longer. No witcher has ever died in his bed. Sometimes you think back on your time together and remember that you mattered to someone, even if it was only for a short while.
6	**Caught in a Private Contract** You took on a contract to work for a noble for a period of time, unable to leave and take your pay until it was up. Jobs included slaying monsters in lands owned by the nobility, guarding caravans and family members, and even simple tasks such as taking care of heavy deliveries. It was often frustrating, not because the work was unreasonable, but because you had to conform to a certain lifestyle – one that was entirely foreign to you. Servants whispered about you, the noble's wife said she felt unsafe many times, children were told to avoid you lest you steal them away to make them witchers, and guests either gawked or made condescending remarks whilst you stood there and took it. You at least got the pay in the end.
7	**Held Prisoner** Captured and held on charges you either were or weren't guilty of, you were held prisoner by local law enforcement. Confined in a dingy cell with rats and filth, dimeritium cuffs burning painfully into your wrists. Other prisoners either jeered or cowered from you and the guards couldn't care less to know about any injuries you withstood from unprovoked attacks. Whether you served out your sentence or the charges were dropped, you were eventually released, thrown out on your ass either way for good measure.
8	**Befriended a Monster** Whilst on a Hunt, it appeared the monster you were pursuing was both innocent and sentient. During a confrontation, you found common ground and a tentative friendship began to form. A solidarity born from both being deemed 'freaks' – surrounded by people and yet never allowed to belong, you simply belonged together. Eventually you had to part ways, monsters can never stay too long in one place and the Path was calling, but you think of them often and cherish the time you shared. Hopefully, one day, you will meet again.
9	**Experimented on by a Mage** You were captured by a mage who saw the opportunity to study witcher mutations and took it. Broken down by dimeritium cuffs and powerful spells, you could do nothing to stop them. The experiments were akin to torture, extremely painful and reminiscent of the harrowing nightmare you were put through the first time with the Trial of the Grasses. Eventually the mage either gathered the information they wanted, grew bored of you, or you managed to escape. You still wake sometimes in a cold sweat, the memories of the experiments and the Grasses blending together in one horrifying mess.
10	**Gained Fame** After helping with a monster or other such scourge, a town turned to celebrating you. Alcohol flowed, music filled the air, and everywhere you looked you were met with smiles, people gladly meeting your gaze and not instantly cringing away. Some were even flirtatious, chancing meaningful touches and compliments that sounded so foreign to your ears but pleasant all the same. You felt an outsider even when you were so obviously being included, but you made the most of it, deep down never wanting

	it to end – wondering if this was what it was like to be a human. You never experienced such acceptance and genuine kindness again and it makes it a treasured memory all the more.

The Years Since

Witchers spend almost their entire lives on the move, never settling down out of a deeply ingrained sense of duty and purpose. To become a witcher is very rarely a willing choice. It is thrust upon you and it becomes all you are. You aren't designed to live amongst the commonfolk, your hands aren't built for honest work, only killing. You may have been human once but that was a very long time ago. All you know is how to be a witcher.

You started on the Path when you were around **20 years** old. Due to the Trial of the Grasses, you age much slower, with multiple decades needing to pass before you show any sign of your years. The first witchers were created around 317 years ago, but most, if not all, of them are assumed to be dead – eventually succumbing to the dangers of the job. Older witchers are often difficult to gauge the true age of as many tend to stop counting after a while, but it's believed there could be some that are around 200 years old, give or take. Typically, your witcher will be anywhere from **50** to **260 years old**, though there are some exceptions of a witcher only being of a certain age or older depending on the School they hail from. For example, witchers from the **School of the Wolf** can only be **80 years old or older** as the massacre at Kaer Morhen meant they could no longer produce witchers, the secrets of the Grasses being lost.

Your age as a witcher will often inform aspects of your world-view and personhood, having an influence on your approach to witchering and how you are regarded by your brothers and even the commonfolk looking to employ you. An older witcher is seen as more experienced and his word generally carries more weight, whereas a young witcher is seen as inexperienced and is often expected to defer to an older witcher if one is around.

Green Witchers

Any witcher from the age of **50 to 70 years** is considered 'green'. Commonfolk will still employ you for work, but aren't subtle in the way they treat you: cautious and resigned – you aren't what they expected but they cannot wait for anyone better to come along. Oftentimes, you will find the reward has been lowered or reduced in some way, employers often believing that a more humble amount deters any over-confident young witchers; especially when the monster is a powerful one.

Older witchers – from your School and otherwise – often regard you as reckless or more prone to impulsivity, mostly because they remember being exactly the same way at your age. You aren't looked down upon amongst your brethren, but they are more likely to be brutally honest with you whenever your youth shows.

Experienced Witchers

Any witcher between the age of **80 to 140 years** is considered 'experienced'. These are the ones most eagerly anticipated for by the commonfolk whenever a Contract is put up. Whilst they don't trust you as person, they trust you as a witcher to get the job done and done right. Whilst you are regarded better than younger witchers, you are also held to a higher standard and people are far more likely to react extremely to a bad outcome. If a monster escapes or someone dies on your watch, you are held accountable even if it was an accident or entirely out of your control.

Witchers – from your School and otherwise – regard you as well-seasoned and a good source of trustworthy advice with younger, more green witchers seeking your opinion on numerous aspects of witchering out on the Path. You are seen as reliable and in your prime.

Old Witchers

Any witcher older than **150 years** is considered 'old'. You are almost one-of-a-kind, witchers of this age are exceedingly rare and it speaks greatly of their skills and tenacity – having survived the Path for so long is no small feat at all. Commonfolk appreciate how seasoned you are, but as you continue to advance in years, you begin to see that slight hesitation in their eyes – their concern that you might no longer be up to the task. If you are greater than **200 years** in age, this hesitation begins to manifest directly, with people often expressing their beliefs out loud that you are possibly no longer in your prime even if you can still kill a man in one blow.

Witchers – from your School and otherwise – regard you as a wealth of knowledge and sage advice, but the younger witchers, especially those who are still green, often see you as a nagging presence and whilst they complain about your lectures, they do respect you on some level as your word often carries a lot of weight. You are seen as wise and, in some cases, are often placed in a role where you are seen almost like a father to the witchers much younger than you whether you want this or not.

Filling In The Gaps

Now that you have determined your age, the time between your first step onto the Path and where you are now must be addressed. For each **decade** that you have survived past 20 years of age, choose how much risk you took during your journeys and roll on the **Danger Potential table**. For example, if you are 50 years old, you have been on the Path for 30 years – 3 decades – and therefore must roll on the table 3 separate times.

First, use your percentile die and 1d10 to roll on the **danger row** of the table to assess the level of risk you took that decade. If you score higher than **50%**, roll on the following **Hazards table** to assess what exactly caused the danger and what actions you then need to take.

Once done, refer back to the **Danger Potential table** and, using the column associated with the result you got in the danger row, roll 1d10 to determine the overall outcome of that decade. For example, if you scored 42% on the Danger Potential table, you are in the **Normal** column of the table and then roll 1d10 to determine whether you gained a benefit, an ally, went on a hunt, or nothing of note occurred. A result of 'nothing' for a witcher simply means that nothing noteworthy or out of the ordinary happened during that decade, for the most part you travelled the Path and plied your trade: taking on small Contracts and slaying standard monsters.

Danger Potential

Safety Level	**Cautious**		**Normal**		**Non-Neutral**		**Risky**	
Danger	10%		25%		50%		75%	
Outcome	**Roll (d10)**	**Result**	**Roll (d10)**	**Result**	**Roll (d10)**	**Result**	**Roll (d10)**	**Result**
	1	Benefit	1	Benefit	1-2	Benefit	1-5	Benefit
	2	Ally	2	Ally	3-7	Ally	6-7	Ally
	3	Hunt	3-5	Hunt	8	Hunt	8-9	Hunt
	4-10	Nothing	6-10	Nothing	9-10	Nothing	10	Nothing

So long as you didn't receive nothing as an outcome, refer to the relevant following **tables** for details on the specifics of your result.

Hazards

Roll 1d10 or choose from the table below to determine exactly what it was that caused the danger level on the **Danger Potential** table.

Roll (d10)	**Hazard**
1-3	Events
4-6	Wounds
7-10	Enemies

Refer to each **Hazard's** correlating section for more in depth information on what occurred.

Benefits

The life of a witcher is perilous, but their long and distant travels can present opportunities to gain new things, such as experiences, wealth, skills, and even powerful alliances. Destiny is not often fair however, and though this may be a boon now, it could change in the future. Sometimes it could become the worst thing in your life.

When the outcome of your roll for a decade reads **Benefit**, refer to the following table for further details. Some are extremely beneficial whereas others are helpful but only mildly so.

Roll (d10)	**Benefit**
1	**The Law of Surprise** You invoked the Law of Surprise as fair payment for a life debt – a payment that has no defined boundaries nor did you know what you would receive beforehand. Roll an additional 1d10 or choose to determine what it was you were given.

<table>
<tr><td></td><td>
<table>
<tr><th>Roll (d10)</th><th>Reward</th></tr>
<tr><td>1</td><td>A child</td></tr>
<tr><td>2</td><td>A dog</td></tr>
<tr><td>3</td><td>A horse</td></tr>
<tr><td>4</td><td>A new set of farming tools</td></tr>
<tr><td>5</td><td>A deed to a house</td></tr>
<tr><td>6</td><td>A cow</td></tr>
<tr><td>7</td><td>A set of fine tailored clothing</td></tr>
<tr><td>8</td><td>A cask of Toussaint wine</td></tr>
<tr><td>9</td><td>A piece of armour worth no more than 650 Crowns</td></tr>
<tr><td>10</td><td>A weapon worth no more than 500 Crowns</td></tr>
</table>
If you received a child, refer to section Child of Surprise.
</td></tr>
<tr><td>2</td><td>
Found Love
Somehow you managed to find someone who was willing to look past the mutations and difficulty emoting and uncover the person beneath it all. For a witcher, that's a one in a million kind of chance, and you held onto it for as long as you could, until life forced you to go your separate ways. Roll an additional 1d10 or choose to determine how long the connection lasted.
<table>
<tr><th>Roll (d10)</th><th>Result</th></tr>
<tr><td>1-6</td><td>Whilst intense and passionate, it only lasted a few weeks. You haven't seen nor heard from them since.</td></tr>
<tr><td>7-8</td><td>Whilst passionate and steady, it eventually came to an end after a few months. You've heard about them in passing maybe once or twice since then, but haven't seen nor heard from them personally since.</td></tr>
<tr><td>9-10</td><td>Whilst apart now, the feelings still run as hotly as they did the first time you met. You see and hear from each other on and off, making the most of every second you happen to be in one another's company.</td></tr>
</table>
Refer to the Romance section (Core Rulebook, p.35) for more information on the type of romance you had.
</td></tr>
<tr><td>3</td><td>
Wealth
You managed to accrue a significant amount of coin from decently stable work over ten years, enough that you were able to put some aside in savings. You can keep this money on your person, but it would be safer in the hands of a bank, such as the Vivaldi Bank in Novigrad or Cianfanelli Bank in Toussaint – both of them having branches across the Continent. You gain 1d10x100 Crowns.
</td></tr>
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<tr>
<td>4</td>
<td>
Gained Valour
You performed a great act of bravery at some point whilst you were travelling through a certain country. It could've been a deliberate choice or you could've been there by chance. Regardless, your feat was acknowledged and you were knighted either by or on behalf of a king/queen. Roll 1d6 or choose which half of the Continent you were in: 1-3 for the Northern Kingdoms, 4-6 for the Nilfgaardian Empire. Then roll or choose from one of the tables below to determine exactly which kingdom you were knighted in. You gain +1 Reputation in the resulting kingdom.
<table>
<tr><th colspan="2">The Northern Kingdoms</th></tr>
<tr><th>Roll (d10)</th><th>Region</th></tr>
<tr><td>1</td><td>Redania</td></tr>
<tr><td>2</td><td>Kaedwen</td></tr>
<tr><td>3</td><td>Aedirn</td></tr>
<tr><td>4</td><td>Temeria</td></tr>
<tr><td>5</td><td>Skellige Isles</td></tr>
<tr><td>6</td><td>Kovir & Poviss</td></tr>
<tr><td>7</td><td>The Hengfor's League</td></tr>
<tr><td>8</td><td>Lyria & Rivia</td></tr>
<tr><td>9</td><td>Cidaris</td></tr>
<tr><td>10</td><td>Verden</td></tr>
</table>
<table>
<tr><th colspan="2">The Nilfgaardian Empire</th></tr>
<tr><th>Roll (d10)</th><th>Region</th></tr>
<tr><td>1</td><td>Nilfgaard</td></tr>
<tr><td>2</td><td>Etolia</td></tr>
<tr><td>3</td><td>Vicovaro</td></tr>
<tr><td>4</td><td>Gemmera</td></tr>
<tr><td>5</td><td>Ebbing</td></tr>
<tr><td>6</td><td>Maecht</td></tr>
<tr><td>7</td><td>Mettina</td></tr>
<tr><td>8</td><td>Nazair</td></tr>
<tr><td>9</td><td>Cintra</td></tr>
<tr><td>10</td><td>Mag Turga</td></tr>
</table>
</td>
</tr>
<tr>
<td>5</td>
<td>
Travelling Companion
You gained a companion for a while, making travelling on the Path just a little less lonely. You shared a campfire, stories, and even each other's provisions. Depending on the profession of the person you travelled with, you gleaned a new skill. Roll 1d10 or choose from the table below to determine who you travelled with and what you learned from them.
</td>
</tr>
</table>

Roll (d10)	Result
1-2	**Bard** Nights were filled with music or tales, being regaled by a troubadour who expressed an interest in your work and decided to tag along for a while. You learned more about the human experience that simply isn't part of your life and how to better understand people because of it. (**+1 Human Perception**)
3	**Craftsman** Weapon maintenance and craft styles were explained and explored, taught by a craftsman who was eager to see a witcher's weapons and armour close up. You learned more about how to more effectively maintain your gear whilst travelling. (**+1 Crafting**)
4	**Criminal** Whether they were currently on the run or hadn't been caught yet, you fell in with a criminal, exchanging stories of daring feats and perhaps less than good or neutral morals. You learned the art of picking locks after many hours of practise. (**+1 Pick Locks**)
5	**Doctor** Fortune shone upon you and you crossed paths with a doctor who was able to treat a mild injury for you. They were fascinated to learn of the regenerative healing abilities you possess as a witcher and you gained insight into more modern practises of medicine. You learned just how many advancements have recently been made with herbs. (**+1 Wilderness Survival**)
6	**Mage** Perhaps a little more tense than if you'd been travelling with anyone else, you shared part of your journey on the Path with a mage. However, they seemed more than happy to learn what they could about witchers through observing your work rather than experimenting on you. You learned some tricks to spell casting that allows for you to use your Signs more fluidly in combat. (**+1 Spell Casting**)
7	**Man At Arms** Whether a deserter or a veteran, you ended up travelling with a soldier for some time, listening to stories about war and even brushing up on some sword skills. You refreshed your training and became all the better for it. (**+1 Swordsmanship**)
8	**Merchant** One of many on the roads, you fell in with either a lone merchant or their caravan, getting to see items from all over the Continent – even some from beyond the borders. You learned to value assets and barter more effectively. (**+1 Business**)

<table>
<tr><td></td><td>
<table>
<tr><td>9</td><td>Priest
Highly religious and often aloof, it was surprising to find yourself travelling with a priest. You learned more about their faith and the variety of skills they must have in order to survive out in the wilds.
(+1 First Aid)</td></tr>
<tr><td>10</td><td>Witcher
Whether from your own School or a different one entirely, you chanced upon another witcher on the Path and decided to travel together a while. Lesser known secrets of the trade were exchanged and you learned a great deal.
(1 Witcher Potion Schematic)</td></tr>
</table>
</td></tr>
<tr><td>6</td><td>Aided the Scoia'tael
Whether intentionally or indirectly, you ended up aiding the Scoia'tael in their fight to reclaim their homeland. You may have agreed with their ideals, but you may have also been steadfastly against them. Regardless, they acknowledge and are thankful for your help and have come to tolerate your presence amongst them. Whenever you enter Scoia'tael territories and camps, you are welcomed and can help yourself to basic resources – rations, drinks, personal repair kits, etc. You can even ask for favours once every month so long as they are reasonable (discuss this with your GM). You gain +1 Reputation with the Scoia'tael.</td></tr>
<tr><td>7</td><td>Owed a Favour
After rescuing someone who couldn't afford to pay at the time, you didn't invoke the Law of Surprise, instead accepting a favour you can call upon to collect at any time. The person who owes you is obligated to carry it out as long as it is reasonable (discuss this with your GM). Roll 1d10 or choose from the table below to see what type of person is indebted to you.
<table>
<tr><th>Roll (d10)</th><th>Result</th></tr>
<tr><td>1</td><td>A witcher</td></tr>
<tr><td>2</td><td>A noble</td></tr>
<tr><td>3-5</td><td>A criminal</td></tr>
<tr><td>6-7</td><td>A Scoia'tael</td></tr>
<tr><td>8</td><td>A knight</td></tr>
<tr><td>9</td><td>A mage</td></tr>
<tr><td>10</td><td>A king/queen</td></tr>
</table>
</td></tr>
<tr><td>8</td><td>Aided a Gang
Whether intentionally or indirectly, you ended up aiding a city gang. You may have agreed with their ideals, but you may have also been steadfastly against them. Regardless, they acknowledge and are thankful for your help and have come to tolerate your presence amongst them. Whenever you enter any territories owned by this gang, you are welcomed and can help yourself to basic resources – rations, drinks, personal repair kits, etc. You can even ask for favours once every month so long as they are reasonable (discuss this with your GM). You gain +1 Reputation with the gang.</td></tr>
</table>

9-10

Wintered at Another School's Keep
You were invited to stay at another School's keep for the winter months and got to experience the life of a witcher from another part of the Continent. You trained with them, ate with them, and shared stories of hunts and days long past, learning all the ways in which their upbringing differed from yours. You were welcome to use their resources for studying and gained plenty of knowledge whilst you were there. When the time came to part ways, they expressed that you would always be welcome should you turn up again.
Depending on which School you wintered with, you gained the following benefits. You can either choose which School or roll 1d6 on the table below. If you rolled the School you already hail from, disregard the result and roll again.

Roll (d6)	School
1	**School of the Wolf** You spent your months in the walls of Kaer Morhen, practising sword training and running the walls with the other Wolves. (**+1 Swordsmanship**)
2	**School of the Cat** You spent your months with the Dyn Marw, learning the strange fighting style they adopted from the elves, granting a fluidity and grace to the way you fight. (**+1 Dodge/Escape**)
3	**School of the Griffin** You spent your months sequestered away in Kaer y Seren, making your way through tomes and scrolls and more magical resources than you could ever imagine, opening your eyes to the possibilities within your Signs. (**+1 Spell Casting**)
4	**School of the Viper** You spent your months secreted away in Gorthwr Gwaed, learning to refine your alchemy skills further and become more confident brewing potions and decoctions. (**+1 Alchemy**)
5	**School of the Bear** You spent your months in the freezing cold Amells at Haern Caduch, putting yourself through rigorous training with the Bears to make yourself stronger. (**+1 Endurance**)
6	**School of the Manticore** You spent your months in the blistering heat of the Korath Desert, seeking shelter from the sun in Behelt Nar and fumbling your way through the unique fighting style the Manticores are known for. You'll probably never be as adept as one, but you improved greatly over a short time. (You have **no penalty to parrying with a shield**)

Allies

As a witcher, your life is more often than not incredibly lonely. Being shunned and seen as less than human by the majority of commonfolk doesn't present you with many opportunities to make friends. But, sometimes, paths cross and events align just enough that a connection is made and there's a spark that grows into something special. A witcher may not see his friends often as he is bound to the Path, but he knows to treasure them greatly and keep in contact whenever he can.

Unfortunately, it is cold hard fact that with his elongated lifespan and the dangerous state of the world, a witcher will most likely outlive any friend he makes.

For more details on the exact type of friend you make, refer to the *Core Rulebook*, p.243.

Hunts

A witcher's bread and butter are the monsters he hunts and whilst a Hunt is a staple part of his life, sometimes one will stand out from the rest. Often, these incidents are treated as teaching moments, where a witcher reflects on his actions and what he could have – or should have – done better. Perhaps there were clues he missed, or someone he neglected to question. Maybe the monster wasn't actually dangerous and he'd been lied to? There are many possibilities that make a Hunt unique and all of them leave a lasting impression.

For more details on Hunts and how they play out, refer to the *Core Rulebook*, p.244.

Events & Wounds

Travelling for any amount of time on the Path presents ample opportunities for something to go awry, especially as a witcher. If something can go wrong it's very likely it *will* go wrong and a monster isn't always to blame for it. Sometimes it's the very people who a witcher protects that will turn on him, for he is a mutant and is more monster than man.

Whenever rolling on the **Hazards** table indicates an **event** or **wound**, roll 1d10 or choose from the table below to ascertain exactly what happened to you.

<table>
<tr><th>Roll (d10)</th><th>Events</th><th>Wounds</th></tr>
<tr><td>1</td><td>Became the Hunted
A sentient monster escaped your clutches and turned the Hunt back on you: it is out for revenge and it is bitter. Currently, it is somewhere on the Continent, biding its time and finalising its plan. You are always aware that it's out there and that it hasn't forgotten who you are. The GM can make use of this event in your past to affect the story in the current day.

Roll or choose from the table below to determine what type of sentient monster is hunting you.

<table>
<tr><th>Roll (d10)</th><th>Monster Result</th></tr>
<tr><td>1</td><td>Higher Vampire. Incredibly rare, reclusive, and extremely powerful, you are hunted by a Higher Vampire. These vampires have intense emotions and once they feel slighted in any way, they rarely, if ever, forgive or forget it. They are immortal creatures and even putting one down and in the ground will see it regenerate over time.
Refer to A Witcher's Journal for more information on Higher Vampires (p.135).</td></tr>
<tr><td>2</td><td>Katakan. Looking like a giant, bipedal bat, you are hunted by a Katakan. Whilst able to hold meaningful conversations and show complex</td></tr>
</table>
</td><td>Paralysis
An extensive injury from being thrown by a monster damaged your spine, leaving you paralysed from the waist down.
Refer to section Wheelchairs (Witcher Prostheses & Wheelchairs).</td></tr>
</table>

	thoughts, they are bloodthirsty and have no sense of control around blood. They hold onto grudges very easily and don't forget them. Refer to the *Core Rulebook* for more information on **Katakans** (p.308).
3	***Bruxa.*** Powerful and deadly, you are hunted by a **Bruxa**. These vampires are manipulative and prone to cruelty and once they feel slighted or betrayed, they hate the cause of it forever. Refer to *A Witcher's Journal* for more information on **Bruxae** (p.116).
4	***Werewolf.*** Driven by bloodlust and the manifestation of a cursed person's cruellest intentions, you are hunted by a **Werewolf**. If the grudge was caused when the cursed person wasn't in their werewolf form, both they and the wolf in them remember you. If the grudge was caused when the person was in their werewolf form, only the wolf remembers you. Refer to the *Core Rulebook* for more information on **Werewolves** (p.288).
5	***Grave Hag.*** One of the rare few necrophages that are actually sentient, you are hunted by a **Grave Hag**. They are driven by endless hunger, greed, and take offence easily – they are known for hating witchers outright. Refer to the *Core Rulebook* for more information on **Grave Hags** (p.280).
6	***Troll.*** As smart as the average child and just as prone to act like one when slighted, you are hunted by a **Troll**. Their hatred of you may have been for serious reasons, but it may have also just been a childish response. Refer to the *Core Rulebook* for more information on **Trolls** (p.304).
7	***Succubus/Incubus.*** Of otherworldly beauty and known for how difficult they are to anger to the point of violence, you are somehow hunted by a **Succubus** (female) or **Incubus** (male). Whatever you did must've been very bad indeed. Refer to *A Witcher's Journal* for more information on **Succubi and Incubi** (p.60).
8	***Djinn.*** Extremely powerful creatures of elemental magic, you are hunted by a **Djinn**. When angered at or by someone, they are prone to warping the wishes they grant, meaning you must always be extremely careful with your words lest they come back to bite you. You are cautious to **never say that you wish for anything** lest it comes true in the worst possible way.

	<table><tr><td>9</td><td>***Hym.*** Drawn by guilt and feeding off the suffering of the individual they target, you are hunted by a **Hym** after tricking it into abandoning its host. You were lucky not to be possessed yourself. At least, not yet. Refer to *A Witcher's Journal* for more information on **Hyms** (p.28).</td></tr><tr><td>10</td><td>***Dragon.*** Extremely rare and incredibly powerful and intelligent, you are hunted by a **Dragon**. Whilst more than capable of conversation and being reasoned with, they are known for their stubborn nature, air of aloofness, and disregard for the behaviours, laws, and customs of the common man. Refer to *A Witcher's Journal* for more information on **True Dragons** (p.127).</td></tr></table>	
2	**Debt** Whether through the high costs of alchemy ingredients and gear mixed with poor contractual pay, tax increases during war, gambling, or poor investments, you've accrued a significant sum of debt. This is either owed to a bank or a nobleman. Roll 1d10x100 to determine how much you owe (in Redanian Crowns).	**Blindness (one eye)** An unlucky blow from a monster's claws struck your eye, leaving you blind on that side. Refer to section **Blindness**.
3	**False Accusations** Witchers are a good scapegoat – the commonfolk are more than willing to believe anything about you, even that which isn't true at all. It doesn't matter how much you protest or show evidence to the contrary, this stain to your reputation is impossibly difficult to remove. If you ever return to the place the accusations stem from, you may very well find a mob waiting for you. Roll 1d10 to determine exactly what it is you were accused of. 1-3: theft, 4-5: betrayal, 6-8: assault (your choice of what kind), 9: murder, 10: illegal witchcraft.	**Stiff Joint** You took a nasty wound to one of your joints that shattered bone and tore through cartilage and ligaments. Despite risky surgical intervention and doses of Swallow to try and force the healing process to hurry up, it hasn't been the same since. Refer to section **Arthritis**.
4	**Addiction** The life of a witcher is filled with hardships very few people could ever hope to understand. Sometimes it becomes too much and he seeks comfort elsewhere, whether that be in drugs or alcohol. Refer to the *Core Rulebook* for information on **addiction** (p.32).	**Foreign Object** Whether from an embedded arrowhead or a monster's claw that went too deep, you have an object lodged within your body that couldn't be removed even by surgical means out of fear of causing more damage. Your body began to heal over it and it is now sealed within you, causing constant pain and aches. Refer to section **Lasting Pain** for information on long term pain.
5	**Imprisonment** That decade, you spent 1d10 years being held in either a prison or dungeon. This could be due to a false accusation made against you or because of an actual crime you committed – your choosing. Refer to the **False Accusations** section of this table for the type of accusation made. If you actually committed a crime, also refer to the **False**	**Sensory Loss (smell)** Whether from injury or inhaling toxic fumes, the scent receptacles in your nose are damaged, leaving you with a muted sense of smell. You can only smell things with a **very strong scent** – e.g., rotting flesh, manure, sulphur, etc. – and subtle smells often elude you. Whenever you roll a **Witcher Senses check** to track

<table>
<tr><td></td><td>Accusations section of the table but treat the outcome as being true.</td><td>by scent, you have a 50% chance of losing the trail after 1 minute. You must then roll again to try and locate it once more.</td></tr>
<tr><td>6</td><td>Betrayal
A friend or lover of yours ended up betraying you, turning the relationship sour, with a 50% chance that they then became your enemy as a result. Roll 1d10 to determine what they did to you. 1-3: they blackmailed you, 4-6: they deliberately manipulated you, 7-8: a secret they'd kept from you came to light, 9-10: they attacked you.</td><td>Deep Scarring
After a significant and gory injury you were lucky to survive, you've been left with intense scarring that cuts deep and pulls tight at your skin. Though healed over, it still causes pain.
Refer to section Lasting Pain.</td></tr>
<tr><td>7</td><td>Deep Loss
One of the few people who were close to you was killed – this person could be a friend or a lover. Their loss affected you badly despite being used to death: it always cuts deeper when it's someone you know. Roll 1d10 to determine how they died.
<table><tr><th>Roll (d10)</th><th>Result</th></tr><tr><td>1</td><td>Took Their Own Life
Your friend or lover took their own life. They left a letter for you but you've been unable to bring yourself to read it.</td></tr><tr><td>2</td><td>Executed
Your friend or lover was executed, used as an example to the masses whether they actually committed the crime they were accused of or not (if they were a mage, priest, or doctor, they could've been killed by Radovid's Witch Hunters). You wish you'd known, that you could've stopped it from happening.</td></tr><tr><td>3</td><td>Accidental Death
Your friend or lover simply got unlucky, either by being in the wrong place at the wrong time or making a mistake that had massive consequences (if they are unable to die in naturally occurring accidents, the accident was magical in nature). You wonder often if things would be different if you'd been there.</td></tr><tr><td>4-5</td><td>Killed By a Monster
Your friend or lover was attacked by a monster and killed. It frustrates you to know that if you'd been there, the outcome would've been different.</td></tr><tr><td>6-7</td><td>Succumbed to Illness
Your friend or lover fell terribly sick and never recovered (if they are unable to contract natural sicknesses, the illness was magical in nature). You know there was likely nothing you could have done to help, but it doesn't ease the guilt any.</td></tr><tr><td>8</td><td>Died in Prison
Whilst being held for a crime they did (or didn't) commit, your friend or lover was found dead in their cell one day. You had</td></tr></table></td><td>Hard of Hearing
A run-in with a bruxa's screech or a cockatrice's mighty roar has left you deaf.
Refer to section Deafness.</td></tr>
</table>

<table>
<tr><td></td><td>
<table>
<tr><td></td><td>been on your way to answer their call for help and blame yourself for not being faster.</td></tr>
<tr><td>9</td><td>Odd Circumstances
Your friend or lover was found dead under mysterious circumstances. You aren't sure what happened and want to piece it together to put it all to rest.</td></tr>
<tr><td>10</td><td>Murdered
Your friend or lover was murdered but the killer somehow got away. You plan to take up the investigation yourself, and there will be nowhere the perpetrator can run that you won't find them.</td></tr>
</table>
</td><td></td></tr>
<tr><td>8</td><td>Outlawed
Either due to heinous actions you made, or false accusations ruining your reputation, you were driven away and outlawed from a country. Roll 1d6 or choose which half of the Continent you were in: 1-3 for the Northern Kingdoms, 4-6 for the Nilfgaardian Empire. Then roll 1d10 or choose from one of the tables below to determine exactly which kingdom you were banished from.
<table>
<tr><th colspan="2">The Northern Kingdoms</th></tr>
<tr><th>Roll (d10)</th><th>Region</th></tr>
<tr><td>1</td><td>Redania</td></tr>
<tr><td>2</td><td>Kaedwen</td></tr>
<tr><td>3</td><td>Aedirn</td></tr>
<tr><td>4</td><td>Temeria</td></tr>
<tr><td>5</td><td>Skellige Isles</td></tr>
<tr><td>6</td><td>Kovir & Poviss</td></tr>
<tr><td>7</td><td>The Hengfor's League</td></tr>
<tr><td>8</td><td>Lyria & Rivia</td></tr>
<tr><td>9</td><td>Cidaris</td></tr>
<tr><td>10</td><td>Verden</td></tr>
</table>
<table>
<tr><th colspan="2">The Nilfgaardian Empire</th></tr>
<tr><th>Roll (d10)</th><th>Region</th></tr>
<tr><td>1</td><td>Nilfgaard</td></tr>
<tr><td>2</td><td>Etolia</td></tr>
<tr><td>3</td><td>Vicovaro</td></tr>
<tr><td>4</td><td>Gemmera</td></tr>
<tr><td>5</td><td>Ebbing</td></tr>
<tr><td>6</td><td>Maecht</td></tr>
<tr><td>7</td><td>Mettina</td></tr>
</table>
</td><td>Venomous Burns
You found yourself either in the grip of an arachasae's teeth, or perhaps you were lashed by a grave hag's poisonous tongue. The resulting wound festered and the acid burned deep enough to cause damage before your enhanced metabolism could flush it all out. As a result, you feel constant burning pain.
Refer to section Lasting Pain.</td></tr>
</table>

	<table><tr><td>8</td><td>Nazair</td></tr><tr><td>9</td><td>Cintra</td></tr><tr><td>10</td><td>Mag Turga</td></tr></table> The guards in the kingdom you were banished from know your name and face and there are wanted posters depicting you and your crimes on noticeboards everywhere.	
9	**Tortured** You were captured and held in cruel and disgusting conditions. Perhaps you knew your captors, or maybe you had no clue who they were at all. Chained up and shackled in dimeritium bonds that sapped your magic and burned your skin, you were unable to do anything to resist. Maybe they demanded information from you or simply found it entertaining to make you hurt. Either way, you suffered horribly and are left with scars both mental and physical. You rarely trust anyone after that.	**Crushed Fingers** The fingers of one hand became crushed either from the blow of a heavy weapon, or under the weight of some great monster. All the bones fused together awkwardly, twisting the digits and making them painful to move. Refer to section **Arthritis**. You also have **-2 Spell Casting** when casting Signs with that hand without a splint or support.
10	**Cursed** Whether by your own mistake or the result of someone else's words against you, you have been cursed. Discuss the nature of it with your GM who will refer to the *Core Rulebook* for further information on building the curse (p.230).	**Loss of Limb** Whether it was amputated as the result of a severe injury turned gangrenous, or was ripped off in the jaws of a monster, you lost a limb. Roll 1d10 to determine which one (if you have already lost a limb and roll the same result, roll again): 1-2 is right leg, 3-5 is right arm, 6-8 is left arm, 9-10 is left leg. Refer to section **Prostheses** (*Witcher Prostheses & Wheelchairs*).

BLINDNESS
The result of a nasty injury on the Path, you are blind in one – or both (if you happened to roll this outcome on the **Events & Wounds** table twice) – of your eyes. Blindness can be difficult to adjust to, but it is possible, and witchers are fortunate enough to have other enhanced senses that they can utilise. You can either make use of all of these options, or choose which ones are most applicable to you.

Not The Same
Being blind is not the same as the **blinded effect** and shouldn't be conflated with it.

Vision Cones
When in combat, a player typically requires a line of sight and must be in range to make an attack – this is your **Vision Cone** (*Core Rulebook*, p.152). Anything that is outside of this cone is considered **invisible** and, as a result, any attacks or attempts to aim at a target that you can't physically see automatically take penalties. When you are first blinded as the result of a wound from an illness, injury, or spell, you initially have **-3 Attack and Defense** and a **-5 to Awareness** checks that rely on sight. However, this is reduced as you adjust. Refer to sections **Adjustment Period** and **You Before Me** for further information.

If you are blind in both eyes, you no longer have a vision cone and all targets around you are considered invisible. If you are blind in one eye, you have a restricted vision cone and targets on the side of the affected eye who aren't in range are considered invisible. Refer to sections **Medallion Indications** and **Cat Potion Variant** for an alternate way to map out environments and handle combat.

Adjustment Period
As time passes, you begin to **adjust**, navigating daily tasks and combat with this in mind. This adjustment period can take anywhere from a few weeks to months or even a year, but it does become the new normal for you. Roll 1d10 to determine how long this took for you. 1-3: a few weeks, 4-7: a few months, 8-10: a year.

You Before Me
You take time to retrain your combat skills so as to adapt to your blindness. Perhaps you built a training course specifically for this, or returned to your School's keep for a while to address the fundamentals with another witcher. If you are blind in both eyes, you now only have **-1 Attack and Defense** and **-2 Awareness**. If you are blind in one eye, you now only have **-1 Attack and Defense** and your **Awareness** is no longer affected.

Your fighting style now aims to take down enemies before they have the chance to do the same to you. Your damage output is increased by an additional 1d6 to every weapon you wield. This also stacks onto your Punch and Kick.

Sharp Listener
Leaning hard onto your enhanced senses, you can hear the whistling of a blade swinging towards you; the sloshing of a drowner under the water. You gain a **+1 to Witcher Senses** skill.

Medallion Indications
Ever since their first documented appearance 1,500 years ago after the Conjunction of Spheres, monsters have always radiated a low magical aura. It is this aura that triggers a witcher's medallion as well as any manipulations of Chaos by spellcasters and Places of Power.

By paying attention to your medallion's vibrations, you can sense whenever a monster or magical creature is close to you. A medallion is typically attached to a thick, wide ring that slides along the silver chain about a witcher's neck, causing it to pull in the direction of magical sources. You can use your medallion in combat to locate magical creatures and monsters within 20 meters of you, gaining **+1 to Attack and Defense** and **+1 Awareness**.

Cat Potion Variant
If you are blind in one eye, you are still granted **night-vision** by Cat and therefore don't use this variant of the potion.

Witchers who are blind in both eyes don't gain the typical benefit of night-vision associated with the potion and have learned to brew it with additional ingredients that heighten their enhanced senses even further. You can then use your sense of sound, touch, taste, and smell to map out the surrounding environment and hone in on targets when in combat or on a Hunt.

Name	Effect	Dura.	Tox.
Cat (Variant)	Your other senses are greatly heightened, allowing you to map out the surrounding environment within a 20 meter radius centred on you. This negates the effects of any impact to your Attack and Defense as a result of blindness. You also gain **+1 to Witcher Senses** (Awareness and Wilderness Survival). You still cannot be hypnotised and gain +2 to sense and locate illusions.	2 Hours	25%

Roleplay
There are elements of your character's blindness that are better portrayed through **roleplay** rather than mechanics. Following are some examples to consider.

- ***Money***
  Across the Continent, there are 6 main currencies. Each one has it's own style of engraving that a witcher who is blind in both eyes can learn to identify by touch. You can also store each type of currency in its own container, the shape or fabric used to make them allowing you to identify which is which. Refer below for the physical description of each coin.

Coin	Description
Redanian Crowns	The head is engraved with the portrait of Radovid V, facing right. The tail is engraved with an eagle, wings spread and a crown on its head.
Temerian Orens	The head is engraved with the portrait of the late Foltest, facing right. The tail is engraved with the Temerian coat of arms: the three lilies.
Nilfgaardian Florens	The head is engraved with the portrait of Emhyr var Emreis, facing right. The tail is engraved with a blazing sun.
Ducats	The head is engraved with a rearing lion, facing right. The tail is engraved

	with a prancing unicorn.
Bizant	The head is engraved with the clenched hand and spiked field of the Thyssen and Troyden Houses. The tail is engraved with a rose.
Lintar	The head is engraved with a portrait of Niedamir, facing left. The tail is engraved with a pouncing griffin.

- ***Silver & Steel***
  Telling similar weapons apart from one another can be difficult, especially when faced with a monster lunging towards you. Witchers are known to have differently shaped pommels on their swords to differentiate silver from steel by touch alone.
- ***Potions, Oils, and Decoctions***
  Witchers that are blind in both eyes can make use of different containers to store specific ingredients needed for alchemy, and unique bottles to store potions, oils, and decoctions in. Another option is to discern them by scent.

LASTING PAIN
Often the result of a serious injury whilst travelling on the Path, you have been left with constant pain that never really goes away. Many a witcher struggles with this, especially the longer he has been alive – not every Hunt is one he makes through completely unscathed and age, whilst much further away, will still affect him someday.

Draining
Being in constant pain is tiring both mentally and physically. You have **-5 STA** but this can be affected by how bad your pain is on a day-to-day basis. Refer to section **Severity** for more information.

Severity
The severity of your pain fluctuates on a daily basis. One day might be good whereas another could be bad and you have no idea which it will be until it happens. At the start of each day, roll 1d6 to determine how badly your pain affects you and impacts your STA. The effect of this roll lasts 24 Hours.

Roll (d6)	Result
1-2	**Bad Day** Your pain is extreme, making being awake and moving around *exhausting*. You take a further **-2 STA** for the next 24 hours.
3-4	**Average Day** Your pain is present but manageable – the kind you're well acquainted with and used to. You are tired and in pain but no more than usual. Your STA remains as specified in section **Draining**.
5-6	**Good Day** Your pain is present but more manageable than usual. You feel like you can spend more energy today. You gain **+2 STA** for the next 24 hours.

Quick Takedown
You have adapted your fighting style to work with your reduced energy levels, aiming to bring encounters to an end as quickly as possible. You know how to make each cut worthwhile, inflicting as much damage as possible. Your damage output is increased by 1d6 for weapons and Signs. This also applies to your Punch and Kick.

Painkillers

Herbs
Acorus Calamus, better known as **sweet flag**, is a plant that grows around swamps and marshlands across the Continent and is used in folk medicine for pain relief. It can be chewed raw or ingested in teas and can be bought from pellars, cunning women, herbalists, and doctors for 8 Crowns per 0.1.

Within 10 minutes of ingesting this herb, the worst of your pain is relieved for the next 6 in-game hours. If you are experiencing a **bad day** for pain as determined by the **Severity** table, taking sweet flag reduces it to an **average day**

for the duration.

Opioid
Also known as *poppy milk*, this pain relief is made from poppy seeds and is an extremely strong narcotic that is ingested in liquid form. Within 5 minutes of taking this medicine, the worst of your pain is relieved for the next 10 in-game hours. If you are experiencing a **bad day** for pain, taking opioids reduces it to an **average day** for the duration.

However, whilst under its effects, you take **-2 to skill checks** that require you to focus (including casting Signs) as the high addles your brain. Additionally, opioids are highly addictive and it is recommended you use them only when necessary. Using opioids as your only pain management for more than 5 in-game days develops an **addiction** (*Core Rulebook*, p.32).

DEAFNESS
The result of an encounter with a monster's powerful screech, you are deaf. Deafness can be difficult to adjust to, but it is possible, and witchers are fortunate enough to have other enhanced senses that they can utilise. You can either make use of all of these options, or choose which ones are most applicable to you.

Not The Same
Being deaf is not the same as the **deafened effect** and shouldn't be conflated with it.

Adjustment Period
As time passes, you begin to **adjust**, navigating daily tasks and combat with this in mind. This adjustment period can take anywhere from a few weeks to months or even a year, but it does become the new normal for you. Roll 1d10 to determine how long this took for you. 1-3: a few weeks, 4-7: a few months, 8-10: a year.

The biggest adjustment for a deaf witcher is his ability to **communicate** with others. You can still talk, but benefit greatly from **sign languages** as you cannot hear conversation partners otherwise. You can also learn to **lip read**.

Sign Languages
Signs are in use across the Continent as they are extremely useful for trade – a unified structure that allows for communication beyond spoken language. A number of signs have since been developed into their own full languages. These languages are complete linguistically and are capable of expressing anything an individual wishes to convey. They make use not only of the hands, but also facial expressions and body language – e.g., the distance one signs from their body indicates the volume at which they are speaking.

Your witcher, being deaf, knows **2 sign languages** they can communicate with – one for the commonfolk and the other for discussion amongst other witchers. These are **Common Sign Language** and **Witcher's Cant**.

- *Common Sign Language*
  Common signs are used across the entire Continent, including the Skellige Isles. You can take this as an additional language that doesn't count against any other languages you already know. You have **6 skill points** in this language to begin with. This doesn't count against the skill points you distribute when rolling up your character (*Core Rulebook*, p.47).

  Without Common Sign Language, you have **-2 Verbal Combat**. Additionally, whilst it is a recognised language, not everyone knows it – commonfolk such as peasants and foot soldiers very rarely have the opportunity to learn it; education is the privilege of the rich. If you encounter someone who doesn't know Common Sign Language, you are at a **-2 to Verbal Combat** skills directed towards them unless you are able to use it in tandem with verbal speech. Using a combination like this gives you **-1 Verbal Combat** instead.

  This can also be negated if a travelling companion or NPC who does know Common Sign Language interprets for you. You can also write to communicate instead, but not every commoner can read and write.

  Common Sign Language is based on American Sign Language, so you can make use of online resources to use signs at the table.

- *Witcher's Cant*
  Witcher's Cant is designed to be difficult for non-witchers to understand unless they have specifically been taught it by a witcher. It has its origins in being a pidgin of Elder Speech, Nordling, Witcher Signs, and Skelligan hunting signals and was first developed by the School of the Bear. You have **6 skill points** in this language to begin with. This doesn't count against the skill points you distribute when rolling up your character (*Core Rulebook*, p.47).

  Witcher's Cant is based on both German Sign Language and its derivative, Polish Sign Language, so you can make use of online resources to use signs at the table.

Enemies

Despite their supposed neutrality, there are many opportunities for a witcher to make an enemy – even just being what you are is enough to incite a person's ire. Sometimes, though, an adversary stands out from the rest. These enemies carry a hatred that knows no bounds and a witcher who crosses paths with them is liable to come out of it with some mark on his person, mental or physical. As the years pass, the heat may cool, but whenever you are in the same area, the wound is opened anew.

With the state of the world and your elongated lifespan, you hope to outlive them and any machinations they may have. But fate isn't always so kind.

For more details on the exact type of enemy you make, refer to the *Core Rulebook*, p.245.

Child of Surprise

"Indeed, Urcheon of Erlenwald made a strange request of King Roegner, a strange reward to demand when the king offered him his wish. But let us not pretend we've never heard of such requests, the Law of Surprise, as old as humanity itself. Of the price a man who saves another can demand, of the granting of a seemingly impossible wish."

From 'The Last Wish', Andrzej Sapkowski

The Law of Surprise is an ancient custom, a price someone can demand for saving another person's life. Its nature is odd and mysterious, one never knows what he will end up receiving when he invokes it, and as such, it presents a chance for fate to come into play, whether it's welcome or not.

Nowadays, the law is popular amongst gamblers and dropped off in use with the witchers as the Golden Age came to an end and the Schools began to suffer, taking in less and less recruits with every passing decade. But sometimes, a witcher will ask for "what you find at home yet don't expect", and end up with a **child**.

Brought Together By Destiny

"So I, a poor witcher, am to face down a destiny which is stronger than the royal will. A witcher fighting destiny! What irony!"

Geralt of Rivia, from 'The Last Wish' by Andrzej Sapkowski

The bonds forged by destiny aren't always fair and not everyone is happy about them even if they eventually come to accept it. Not everyone expects a child when they invoke the Law of Surprise and the adjustment can be long and often difficult, especially as witchers are not known for making good parents: their upbringing being so disjointed from the rest of the world that they struggle to empathise or understand how to be a guardian to someone who depends on them. Many a witcher who has gained a child had a strained or painfully awkward relationship with them, often falling into arguments and butting heads – a witcher who immediately bonds with their Child Surprise is very much the exception and not the rule. But the relationship doesn't always have to remain this way, often smoothing out as the child reaches early adulthood. Even Geralt of Rivia struggled to speak with and look after Ciri early in their bond, often bickering and saying childish things to one another with one always resenting the presence of the other. Now though, Ciri regards him as being her father and Geralt dotes on her, viewing her as his daughter.

The dynamic between a witcher and child is often influenced by the circumstances surrounding the bond which serves as a formative experience for the both of them.

Destined For Witcherhood

"Destiny? Let me tell you about destiny. My dad was a drunk. He'd knock a few back, then beat me and mom bloody. We prayed for his death, every night. One day our prayers were almost answered. Dad lost his way coming home from the tavern, walked smack into a nest of nekkers... But some witcher saved him. Know what he wanted in return? "Give me the first thing you see when you get home." My life... for the life of that prick? I say fuck *that kinda destiny."*

Lambert, from "Witcher 3: Wild Hunt"

If you rolled on the **Why Did You Become A Witcher?** table and got the **Law of Surprise** result, you yourself were a Child of Surprise who was destined to be a witcher. Often, it is a path that only breeds resentment and anger, as is the case with Wolf witcher **Lambert** who never forgave **Vesemir** for invoking the law and taking him away from his mother. Whilst he is resigned to his fate, his bitterness never really eased, making him sharp-tongued and often rude to others, with only other witchers tolerating him. Your witcher may not necessarily behave the same way, but it is likely that you may not have the closest of bonds with the person responsible for bringing you into this life.

The Day You Were Claimed

Due to the nature of the law's wording – to give up that "what you find at home yet don't expect" – you were almost certainly still within your mother's womb when the promise was made. As a result, it was common for a witcher to wait anywhere between 1 to 11 years before claiming you. Depending on your age at the time, you may even remember being taken from your parents.

Depending on the result you rolled on the **When Did You Become A Witcher?** table, you recall the following.

Age
Infancy (Neutral) The witcher you were promised to came to claim you around **1 or 3 years** old. You don't remember your parents nor the day that you were handed over. Whilst there is no bitterness towards the man who collected you, you do sometimes wonder how life might have been different if he hadn't.
Early Childhood (Bitter) You were claimed by the witcher you were promised to around **4 or 7 years** old. You remember your parents, the confusion and the fear; how you tried to ask what was happening but nobody listened to you. You resent the life you were taken from and the witcher who stole you away from it. The bitterness lingers.
Late Childhood (Anger) The witcher came to claim you when you were roughly around **8 or 11 years** old. You remember everything – how angry you were that your parents never told you this would be your fate; how they gave you up like you meant nothing; how the witcher ignored your protests and tears. You didn't want to be a witcher and the anger over what was taken from you never abated, even after all these years.

What Is Your Dynamic Like?

The bond between those tied by destiny is difficult to put into words. Your dynamic will determine how you interact with the witcher you are bound with. Sometimes it may seem contradictory, someone who carries anger or resentment for the bond that brought them together may actually have a positive or neutral dynamic with the other person. Even those who feel neutral about it may come to have a negative dynamic due to something the other did later on. Sometimes a duo can get along well, others cannot stand each other at all, and yet they would both still do anything for the other person. They cannot help themselves; perhaps it is the pull of what is tied between them. Or maybe it's the overhanging threat that denying fate will only end in tragedy.

The dynamic you share with the other witcher is determined by your own **roleplay**. Discuss with the GM to establish the way you both interact with one another.

Where Are They Now?

Although you are bound by destiny, the two of you aren't always in each other's company. Sometimes months or even years may pass where you see neither hide nor hair of them, especially now that you are travelling the Path, too.

Roll 1d10 or choose from the table below to ascertain where the witcher is now.

Roll (d10)	**Result**
1	**Killed by a monster** The outcome of many who travel the Path, the witcher you were bound to was killed by a monster during a Hunt. You may or may not know where they were buried and regardless of your feelings about the dynamic you had with each other, there is a noticeable space in your life where they once were.
2	**Travelling the Continent** The witcher you were bound to is at work plying his trade, travelling the Continent, taking Contracts and killing monsters. You've crossed paths once or twice since striking out on the Path yourself and each time you've worked together on a Hunt.
3	**Returned to the keep** Whether to train, take time away from the Path, or enhance his studies, the witcher you were bound to has returned to the keep of the School you both hail from. You're very

	likely to see them during the winter months and returning back to them always feels like coming home even if your dynamic isn't a positive one.
4	**Disappeared** You haven't seen nor heard from the witcher you were bound to in a long time. There's been no word or reported sightings of them anywhere, it's like they've vanished without a trace. Even if your dynamic isn't good, you can't help but feel unsettled but it.
5	**Killed in a pogrom** As tensions and hatred over non-humans grew, the witcher you were bound to was killed during a pogrom. You may or may not know where they were buried and regardless of the feelings you had over the dynamic you shared, there is a noticeable gap in your life now.
6	**Imprisoned** The witcher you were bound to is currently held captive somewhere on the Continent, either for crimes they are guilty of or false accusations. You may or may not know exactly where they're being kept, and even if your dynamic isn't a good one, you can't help but be concerned.
7	**Went beyond the borders** Leaving to explore lands unknown, the witcher you were bound to is currently travelling beyond the borders to experience the rest of the unknown world. You don't know when – or if – they will be back, and you can feel the strain of the distance between you even if your dynamic wasn't a good one.
8	**Invited to another keep** At the behest of another School, the witcher you were bound to was invited to stay a while at their keep. The opportunity is rife for learning new skills and meeting more of your brethren with stories and experiences to learn from. Even if your dynamic isn't a very positive one, you miss them somewhat.
9	**Broke neutrality** Surprisingly, the witcher you were bound to has seemingly broken his neutrality and is now working for one of the current rulers of either the Northern Kingdoms or the Nilfgaardian Empire – and not on typical Contract hire either. They seem to have thrown their lot in with who they think will win the war and even if you have a good dynamic with them, you resent them for disregarding the code so blatantly. Hopefully his actions don't come back to shame either the School you hail from or the witcher's guild as a whole.
10	**Cursed** Whether by his own mistake or the result of someone's words said against him, the witcher you were bound to has been cursed. Whilst you yourself aren't affected by it, you can sense the uncomfortable way the magic writhes within him no matter the distance between you. Even if your dynamic is a bad one, you still wish to help lift the curse if you can.

Destined For More

“'Geralt!' The little girl repeated, clinging to the witcher's chest. 'You found me! I knew you would! I always knew! I knew you'd find me!'

'Ciri,' said the witcher. Yurga could not see his face hidden among the mousy hair. He saw hands in black gloves squeezing the girl's back and shoulders.

'You found me! Oh, Geralt! I was waiting all the time! For so very long... We'll be together now, won't we? Now we'll be together, won't we? Say it, Geralt! Forever! Say it!'

'Forever, Ciri.'

'It's like they said! Geralt! It's like they said! Am I your destiny? Say it! Am I your destiny?'

Yurga saw the witcher's eyes. And was very astonished. He heard not his wife's soft weeping, felt the trembling of her shoulders. He looked at the witcher and waited, tensed, for his answer. He knew he would not understand it, but he waited for it. And heard it.

'You're more than that, Ciri. Much more.'”

From 'Sword of Destiny' by Andrzej Sapkowski

If you got the Child Surprise result on the **What Was Your First Significant Event?** table, you gained a child through the Law of Surprise and are now bound to them by destiny. The bond between a witcher and Child Surprise is one that cannot be understated, whether a person believes in destiny or not.

These duos tend to experience odd phenomena – from having mental links, to receiving prophetic dreams regarding the other's safety, there are certainly elements that cannot be explained by anything else. It is believed that they will be forever entwined in one another's lives and trying to fight it will only end in tragedy. Numerous stories stretch across the Continent telling tales of those who tried to defy destiny, serving as a warning that fate cannot be stopped nor its consequences avoided. The most famous being the story of **Zivelina** who became queen of Metinna with the aid of a gnome called **Rumplestelt**. Through the Law of Surprise, she promised him her first born son but as soon as she had what she wanted, she rescinded the deal, chasing Rumplestelt off with a slew of spells when he returned for his reward. Not long after, both her and the child died of the plague.

But not every story ends so darkly, many heroes and legendary figures across the Continent and throughout history were reportedly Children of Surprise themselves. One being that of **Supree**, who was promised to the Nordling folk figure **Mad Deï**, when he became cursed, it was Supree who managed to lift it. Another famous Child of Surprise is **Ciri**, who was promised to **Geralt of Rivia** after he broke the curse on her father, though initially Geralt was hesitant to claim her, destiny ensured their paths crossed many times. Eventually even he had to acknowledge that fate would be denied no longer and took her in as his own, seeing to it that she was trained at Kaer Morhen. Ciri is a Child of the Elder Blood and, as a result, has a huge part to play in many aspects of the world with the core plot of *The Witcher 3: Wild Hunt* reinforcing that. Whenever Ciri is in trouble though, she knows she can count of Geralt to come to her aid; such is the nature of their bond.

Who Are They?

More often than not, a Child of Surprise is human, as they are the people that a witcher interacts with almost every day of his life. However, sometimes the child is either an elf or even a dwarf. Roll 1d10 or choose from the table below.

Roll (d10)	Result
1-2	**Dwarf** Whether from Mahakam or the child of city dwarves, your Child Surprise is a dwarf. As such, they couldn't become a witcher regardless of their gender, but they did come with you to live at your School's keep for a while. Though they were denied the mutagenic broths and Trials, they were trained just as thoroughly as any human recruit.
3-8	**Human** From anywhere across the Continent, your Child Surprise is a human. A boy was made to become a witcher and although girls couldn't, she still lived at the keep and received the same level of physical training that any other recruit did.
9-10	**Elf** Whether from a city, Dol Blathanna, or the child of Scoia'tael agents, your Child Surprise is an elf. As such, they couldn't become a witcher regardless of their gender, but they did come with you to live at your School's keep for a while. Though they were denied the mutagenic broths and Trials, they were trained just as thoroughly as any human recruit. Often, they also received some level of magical training with a mage or other such tutor being brought in as witchers are only capable of manipulating Signs.

The expected lifespan of your Child Surprise depends greatly upon two main factors: their race, or (if they are human) whether or not they became a witcher. Elderfolk (non-humans) can live for centuries, with dwarves reaching about **200 to 250 years old** and elves living for around **300 to 400 years** with some documented sources recording cases of them living for **650 years**.

By the time your game starts, how long ago you invoked the Law of Surprise will determine how old they currently are and, in some cases, whether they are even still alive. For example, a witcher who is now 150 years old but claimed his human Child Surprise when they were about 50 years old will find that he has likely outlived them unless the child was a boy who successfully became a witcher.

If your Child Surprise has died before gameplay starts, you don't need to continue using this section, but you can use it to gain more information about who they were and the type of bond you had.

Sidebar:
Witcheresses & Elderfolk Witchers
Traditionally in the lore of *The Witcher*, only human boys were suitable recruits for becoming witchers with some records detailing the horrifying outcomes and painful deaths for anyone subjected to the process who wasn't. As a result, the research turned inwards rather than branching out further, focusing on human boys, their anatomy and how the process affected them specifically.

However, it is entirely up to you and the GM to include witchers in your setting that aren't limited by this element of the lore.

Their Background
Children of Surprise can come from a multitude of backgrounds. Whilst most of them did come from peasant families, some were the offspring of royalty or other important figures across the Continent. Roll 1d10 or choose from the table below to determine what sort of family the child came from.

Roll (d10)	Background
1-2	**An Illegitimate Child** They are the illegitimate child of either royalty or nobility, shunned by their family for the most part. It's very likely their parents were relieved to be rid of them as illegitimacy often causes more problems than they are willing to deal with.
3-7	**A Peasant's Child** They are the child of peasants, most likely one of many mouths to feed. It's very likely that their parents saw this intervention of fate as a blessing in disguise; the chance to get out of poverty or at least lessen the burden.
8-9	**A Noble's Child** They are the child of nobility, most likely an heir to some part of the family fortune. It's very likely their parents debated trying to prevent fate, but ultimately the fear of what could potentially befall them if they tried forced them to let their child go.
10	**A Royal's Child** They are the child of royalty, heir to the throne and the kingdom(s) that come with it. It's extremely likely that their parents tried to prevent fate from happening for as long as possible, but ultimately destiny forced their hand, eventually giving in. However, it's extremely unlikely they've given up hope of getting their child to claim their inheritance – or it may have caused a rift within the family, especially if the parents had more children; inheritance disputes have caused many a war.

What Is Your Dynamic Like?
The bond between those tied by destiny is difficult to put into words. Your dynamic will determine how you interact with the child you are bound with. Sometimes it may seem contradictory, someone who carries anger or resentment for the bond that brought them together may actually have a positive or neutral dynamic with the other person. Even those who feel neutral about it may come to have a negative dynamic due to something the other did later on. Sometimes a duo can get along well, others cannot stand each other at all, and yet they would both still do anything for the other person. They cannot help themselves; perhaps it is the pull of what is tied between them. Or maybe it's the overhanging threat that denying fate will only end in tragedy.

The dynamic you share with the child is determined by your own roleplay. Discuss with the GM to establish the way you both interact with one another.

Unique Bond
If the child you are bound to is still living, you share a strange and inexplicable bond with them that cannot be put into words. It is thought to be somewhat magical in nature, that it is a deeply ingrained instinct that is the result of the destiny that binds you. Roll 1d6 or choose from the table below to discern what unique ability your bond had. For example, Geralt always knew that seeing Ciri in his dreams meant she was in danger.

Roll (d10)	Result
1	**Instinctive certainty** Regardless of distance between you, you can always tell if the other is alive and well.

2	**Shared dreams** So long as you are both asleep at the same time, you can share a dream and communicate with each other through it regardless of distance between you.
3	**Portents and omens** If one of you suddenly begins dreaming about the other, it is an omen that something bad is about to happen.
4	**Honed in** You need only think of the other person to know exactly where they are at any given time.
5	**Strange aura** You both emanate a magical aura that feels much stronger than the average witcher's. Even though there are no physical manifestations of it (Signs being affected, etc.) it is often remarked upon by magical beings who meet you.
6	**In tune** You know what the other is about to ask before they even say it. It isn't unusual for one of you to suddenly answer out loud only to realise the question hadn't even been asked.

Where Are They Now?

Although you are bound by destiny, the two of you aren't always in each other's company. Sometimes months or even years may pass where you see neither hide nor hair of them, especially with you on the Path.

Roll 1d10 or choose from the table below to ascertain where the child is now.

Roll (d10)	Result
1	**Gained infamy** Whether because of something they actually did or were accused of doing, the child you are bound to has become infamous in one part of the Continent. You hear their name in hushed whispers, seen the fear in the commonfolk's eyes and reluctance to somehow invoke their wrath. The guards are looking for them and there are wanted posters depicting their likeness wherever you turn. You aren't entirely sure of the truth of the matter, but you hope to find them soon and get their account of the events regardless of the dynamic you have.
2	**Went beyond the borders** Leaving for lands unknown, the child you are bound to upped from the Continent to explore the rest of the unmapped world. You don't know when – or if – they will return, but you hope it's sooner rather than later. Even if you don't have the best of dynamics, you certainly notice the empty space where they once were and miss them.
3	**Remained at the keep** Either because of their age – being too young or elderly – the child you are bound to remains at your School's keep. Perhaps they are training to be a witcher themselves or are simply assisting with the daily chores, studies, or something else. Regardless of the dynamic you may have, it soothes something deep in you to know that they are safe. If you are from a School that no longer has a keep (for example, the Cat School), they may be in some sort of established safehouse or other such place where your School's witchers meet.
4	**Hunted** Whether by a sentient monster, a powerful figure, their own biological family, or someone else, the child you are bound to is currently being hunted across the Continent, trying to keep as low as possible. Even if your dynamic isn't the best, you can't help but feel stressed knowing you aren't there to protect them and you hope destiny brings your paths together soon. Discuss with your GM the type of monster hunting them and the events that led up to them being the target.
5	**Travelling the Continent** Much like yourself, the child you are bound to is travelling the Continent. You may or

	may not know what they're up to currently, and although your dynamic may not necessarily be a good one, you find yourself hoping your paths cross again soon. There is a lingering gap in your daily life where they used to be.
6	**Imprisoned** Either because of a crime they committed, or trumped up charges for something they never did, the child you are bound to is being held in a prison or perhaps the cell of a dungeon. Regardless of the dynamic you share, there is a sense of frustration that you aren't there to help them.
7	**Disappeared** You haven't seen or heard from the child you are bound to in a very long time. No word, no sightings – it's as if they've simply vanished into thin air. Even if your dynamic isn't a good one, you feel horribly unsettled by it. If you have the unique bond of **Honed In**, you find that you cannot locate them.
8	**Cursed** Whether through a mistake they made or deliberate placed upon them by someone else's words, the child you are bound to has been cursed. You aren't affected by the magic of it yourself, but you can sense the unsettling way it writhes within them no matter the distance between you. Even if your dynamic is bad, you still want to help lift the curse if you're able to.
9-10	**Gained fame** After some sort of impressive and heroic feat, the child you are bound to has become famous in one part of the Continent. Their name is spoken fondly, even a bard or two has worked them into a poem or song. People only have good things to say about them and even if your dynamic is strained you feel such a sense of pride.